

# COMPUTER +VIDEO GAMES

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elite

# COMPUTER

# COMPUTER

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## NEWS + REVIEWS

### 8 NEWS

- Tony Tokusawa brings you latest on a new martial arts game called *Kung Fu Master*

### 17 REVIEWS

- OK youse guys. Dis Here's de Godfather speakin'! If you don't like the Game of the Month then there's sumpin' wrong wid you. No, let me put it another way. If you don't like the Game of the Month there WILL be sumpin' wrong with you. Gets the idea? It's called *Movie* and is all about gangsters and private eyes and shooting — my favourite subjects. There's a few odder games too — like the extremely amusin *Space Doubt* and the excellent *Enigma Force*.

### 82 ARCADE ACTION

- All the action from the ATE show — where all the hot new games are announced

The image shows two magazine covers side-by-side. Both covers feature a snowy winter landscape with people engaged in various sports like skiing and snowboarding. The top cover is titled 'WINTER SPORTS/20' and the bottom cover is titled 'WINTER GAMES/20'. Both covers include small text at the top indicating player statistics: 'SPEED 11 HT 149', 'PLAYER 1', 'TIME 00 005 00', 'COMPUTER', 'TIME 00 005 00', and 'SPEED 11 HT 149'.

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**VIDEOS TAPE/D/93**

# ENTERTAINMENT

## THIS ISSUE

Greetings illustrious ones! You have just made the purchase that will change your life — for the next 20 days anyway. If you've never grabbed a copy of C+VG before — well, where have you been? You don't know what you've been missing! Here's what you'll miss this issue if you decide to buy Practical Frogbreeder instead of the world's best computer games magazine. There's a games player's guide to the hottest game to hit the 64 since Rambo. It's Andrew Brayne's *Uridium* — a fast and furious zapper set to take the charts apart. We've got a special set of maps plus hints and tips on game play straight from the programmer's mouth. There's an exclusive peek into the mystical world of *Swords and Sorcery*, the ultimate D&D game for the Spectrum. We've got a map of the first dungeon plus hints written by S&S programmer Mark Simpson. S&S players just can't afford to be without this special guide.

Then there's a peek at some exciting new games from Elite — the Commando people — who have gone back to the arcades to bring you a computer conversion of *Ghosts n' Goblins* a stunning graphic adventure game.

More adventure in the shape of Keith Campbell's special three-way review of *Lord of the Rings*, plus all the hints and tips you could ever want in the shape of the one and only *Adventure Helpline* — often imitated but never equalled. Then there's competitions like the truly meaningful Movie gangster quiz. You could win a copy of our Game of the Month. Now there's an offer you shouldn't refuse.



## RUNESTONE



## THE BUGHUNTERS/85



### EDITOR

**The Metalufs**

DEPUTY EDITOR

**Paul Beaman**

EDITORIAL ASSISTANT

**Linda Walker**

SUB EDITOR

**Seamus Si John**

DESIGN

**Craig Kennedy**

ADVENTURE WRITERS

**Keith Campbell**

**Paul Cooper**

**Steve Douglass**

**Jim Bouglos**

AMERICAN CORRESPONDENT

**Markel M. Rosenthal**

ARCADES

**Clare Edgeley**

SOFTWARE

**Steve Tallentire**

PUBLICITY

**Marcus Rich**

ADVERTISEMENT MANAGER

**Louise Marthens**

ADVERTISEMENT EXECUTIVE

**Mike Carr**

PRODUCTION ASSISTANT

**Markel M. Rosenthal**

PUBLISHER

**Mike Lewis**

COVER

**Hewson Software**

... and The Bug Hunters

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EDITORIAL AND ADVERTISEMENT OFFICES

**Priority Court**

**30-32 Finsbury Lane**

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## SPACE DOUBT POSTER/55



## BACK TO THE FUTURE/26

### A MESSAGE FROM THE ED

There I was, sitting peacefully with my feet up on the desk watching BTSS trying to get through the 10th level of Uridium when I started hearing these voices in my head. It's not that I'm going crazy or anything — IDEAS CORP fit all their employees with a transensored communication device. It fits into the back of your neck. It was HIM, the Big Boss. "Tim," he said. "We're on first name terms you know (swagger swagger). We're going to have to put \$20 on the price of C+VG." "WHAT!" I thought back of him. Have you ever tried to think exclamation marks? It's very difficult. "Why?", I asked.

"Well, our insurance premium has gone up because of all the damage Big Red has been doing to children's homes. Melissa's clothes bill is pretty high and then there's the cost of keeping that chap Campbell in the penthouse."

What all that means is that your C+VG will cost you 99p from this issue. But rest assured C+VG will be even better value for money from now on. And we promise to keep Red away from the children's homes if you want to keep up with what's happening in the wonderful world of computer and video games put an order in for C+VG from you newsagent today.

AMSTRAD · COMMODORE

# Arcade

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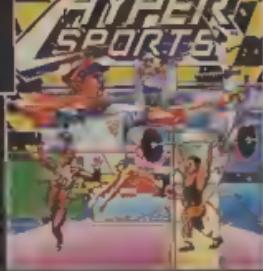
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## PING PONG



## HYPERSPORTS



## PING PONG

You can almost feel the tension of the big match breaking through the screen...the expectant crowd is almost on top of you! You return the service with a top spin backhand, then a forward back-spin, the ball bounces high from your opponent's looping, defensive lob...SMASH!...a great shot opens the score, but this is only your first point! Play head to head or against the computer in this, Konami's first and best table-tennis simulation.

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# NEWS

□ The mighty US Gold has taken yet another software house under their corporate wing. But this time it's not a company from the other side of the Atlantic. This software house is British and has won C+VG's Software House of the Year Golden Joystick Award for two years running. Yes, it's **Ultimate** — how did you guess?

The two companies have merged and U.S. Gold will now take control of international manufacturing, promotion, marketing and sales of Ultimate Games. The Ultimate people say they are going to concentrate on game development and expect to release at least six new titles for major micros during '86. The association began with the release in January of three Ultimate games, *Pentagram* and *DragonSkulls* for the 64 and *Cyberren* for the Spectrum.

Does this mean that the supply of good American games is drying up?

**What's Return of the Flat?**

The follow-up to the classic *Exploding Flat* that's what Melbourne House tell us that the Aussie programmers are beavering away on this project even as you read this. The game will be out much later this year. Our martial arts experts can't wait.

□ Hey boss! Mugsy's back in town — looking for trouble! You remember Mugsy the gangster from Melbourne House who stunned everyone with his good looking graphics about 18 months



ago. Well, he's been away "resting" for a while but now the Melbourne House gang have sprung him and he's out looking for revenge! He's looking even better than when we last saw him and the action — well it's pretty fast and furious. If you want to know more, just keep watching this space — or look out for *Mugsy's Revenge* on the Spectrum — hell be coming your way soon!



□ Here's a glimpse of the fastest thing yet seen on the Amstrad English Software's *Elektro Glide* already a hit on the Atari and C64 is destined to hit the screens of the Amstrad in March. It'll feature the tunnels, hair-raising bends and neat music of the other version. With two channel sound available on the Amstrad it should sound pretty special. The game will sell for £6.95 on tape with the disk price to be announced.

□ Prepare for a trip you'll never forget! A trip that takes in all the planets in our Solar System! Moritech takes a rest from the arcade action to whisk you away through the stars. Their next release will be *The Planets* based on that fascinating Channel 4 TV series starring one

astronomer Heather Couper. The program will apparently allow you to visit each planet in turn, diving down across its surface and gathering information about the planet as you go. Watch this space for more details as we get them.

□ Picture a bouncing tennis ball, add a touch of hopscotch and what do you get? Gremlin's new Commodore 64 game *Bounder* that's what.

You control a bouncing tennis ball and move jumping from square to square. Not all the squares are the same, some are set further apart.

Miss the square and end up on what Gremlin describes as "mountainous terrain and a life is lost". Extra hazards include lava pools and what appear to be aliens zooming around. Some other squares have question marks on. Land on these and you could gain an extra life or lose one.

C+VG received a preview copy of the game, so changes could be made to the game which goes on sale.

The game is certainly different and difficult! But why, we ask, is it called *Bounder*? Perhaps Gremlin hope it will take the charts by leaps and bounds.

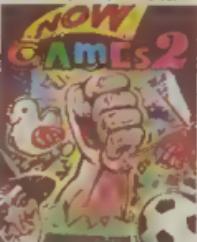
□ Steve Turner the man who brought you *Avalon*, *Dragontales* and more recently *Astra Clone* is currently working on an exciting new arcade adventure called *Ziggurat*. Steve says the game is a bit like *Gyroscope* — featuring 3D pyramids inhabited by robots and slugs. Like Steve's other games this will be released by *Hewson*.

Meanwhile, watch out for another new release from Hewson, called *Sphinx*, which stars a bunch of Egyptian explorers. Steve's *Ziggurat* will be released for the Spectrum in April and will cost £7.95.

## TWISTER C+VG COUPON NO.1

□ Now here's what we call a SPECIAL offer. A whole £5 off Virgin's mega collection of hi-games for the C64 and Spectrum — **NOW GAMES 2!** The collection normally sells for £15 — but the IDEAS Corp executive managed to persuade Virgin to knock some cash off the price after revealing that they had some pictures of the Virgin team dressed up in robot suits.

How do you get in on this wonderful offer? Simple Just send a cheque or postal order



for £7.45 made payable to Virgin Games Ltd, together with the special C+VG Now Games Offer coupon, to Virgin Games C+VG Now Games Offer, 2-4 Vernon Yard, Portobello Road, London W11 2DX.

What do you get on the tapes? The C64 version has *Alrwolf*, *Chuckle Egg 2*, *Tir Na Nog*, *Couldron* and *World Cup II*. The Spectrum version has *Alrwolf*, *Tir Na Nog*, *Couldron*, *Chuckle Egg* and *World Cup*. Don't delay. Get your coupon in TODAY!

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Knight Games



Ever wondered what it was like to take part in a medieval tournament? You know jousting, archery and all that. Well now English Software will put you in the picture with a neat twist to all those sport simulations. **Knight Games** is a sort of *Ye Olde Daley's Superfest*.

Instead of all those mundane

athletic events, you get to chance your arm at sword fighting, axe duels, archery, quarterstaff contests to name but a few. You can take part in eight different events in all on your Amstrad or C64.

The Amstrad version will be out at the end of February at £8.95 while C64 owners will have to wait until March.

Chacs away chaps. That absolutely splitting wizard of the air, **Biggles** is all set for take off in a new computer game from **Mirrorsoft**.

The game will be based on the exploits of W E John's hero in a film due for release this spring.

Details of the game are still vague at the moment but Mirrorsoft says it will be a multi-part game and load in several sections.

The Biggles film is to be given a Royal premiere

point section can be displayed on the screen. Although the output is essentially black and white the input can be monochrome or colour — so you can digitize shots from old movies — or the latest pop videos?

The Printtechnik Digitizer costs £149.95 (Inc VAT). You'll need a Commodore 64 or 128 with disk drive. A version for cassette-based users will be available shortly. Contact Supersoft on 01-801 1166 for more details.

Here's looking at you! C64 owners who have everything will go over the rainbow when they get their hands on the **Print Technik Video Digitiser** which was used to create these neat pictures of Hollywood Greats like Humphrey Bogart, Ingrid Bergman and Judy Garland.

One obvious application of the video digitizer is to produce digitized pictures for use in tutorials and simulations — or even adventure games. Pictures are displayed on the 64's screen using four colours — black, white, and two shades of grey — but any of these colours can be changed to make a more colourful picture.

The digitizer takes 4 seconds to produce a 256 by 256 pixel image, of which any 160 by 200

square section can be displayed on the screen. Although the output is essentially black and white the input can be monochrome or colour — so you can digitize shots from old movies — or the latest pop videos?

The Printtechnik Digitizer costs £149.95 (Inc VAT). You'll need a Commodore 64 or 128 with disk drive. A version for cassette-based users will be available shortly. Contact Supersoft on 01-801 1166 for more details.



There are a couple of movies I'd watch out for in Bo. First up is **Explorers** — it's directed by the Greenline maestro **Joe Dante**. It's a sort of *Congress meets E.T.* and features a group of teenagers who build their own spaceship out of a rip in their backyard. **Explorers** starts off rather clichéd with its destruction by the real star of the show.

Another movie to watch out for

is a German production called **Enemy Mine** — it's directed by Wolfgang Petersen, who also brought you **Neverending Story**. But don't hold that against him as **Enemy Mine** looks to be a much tougher proposition with some stunning sound effects. The film is set on a interstellar cruiser with crew members from planet to planet, trying not missing operations and gets jungled up with some aliens.

SHE'S COMING

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# NEWS

## HOT GOSSEIP

BY TONY TAKOUSHI

**H**ow many more joysticks must I break before I can own Master?" I asked, my features contorted with the pain. "Just five or more. Glasshopper!" he said without emotion.

"But Master Muji I truly rip the sticks in half and chew the fire buttons?" I mumbled, splitting out a mixture of chewed red plastic and teeth.

"Yes. It is vital training for you. Computer games are damn clever. They never rip up neither must you!"

"Ahhh...sooooo," I gurgled. A few hours later, armed with this vital piece of information, I slipped in my false teeth and sat down to play the latest and greatest US Gold release Kung-Fu Master.

Kung-Fu Master is the officially licensed and very tasty conversion of the hit arcade game of the same name. It's available now for the Commodore 64 and comes on cassette or disk at £9.95 and £14.95 respectively.

The game casts you as the Kung-Fu Master out to rescue your beloved from the clutches of the evil wizard. You have to travel through five floors of his danger ridden temple to reach her. Each floor is represented by a passage way. You can move freely left to right or vice versa.

Along the way some real mean henchmen try to stop you reaching the stairway at the end of the passage which takes you to the next floor.

As a Kung Fu Master you can defend yourself with deadly kicks or punches.

The range of moves is impressive. You can kick or punch high or low to the left or right. You can also leap straight up or sideways while delivering a kick. You can toggle between kicks and punches by pressing the space bar. Sounds complicated but in fact this control system works very well.

The player can start the game on any of the five levels and in-

either one or two player mode. The play screen shows two gouges, one for your strength and one for your opponent's. The more hits you take the more strength you lose and you'll lose one of your three lives if the gouge hits zero.

There is also a time/bonus counter so the quicker you clear a floor the higher your end of game bonus.

There are three main types of henchmen. Tall purple-clad coolies who are punch dodger they present no real problem. A short green man like the Green Yomo from Bruce Lee who is a real pain. And a don't throwing Chinaman who looks like Dan O'Connor gone wrong.

Timing is all important. It takes a little while to get the true feel of the game but when you have, boyah-boy are you HOOHKO!

You can put together some beautiful speedy combinations as you are attacked from both left and right and high and low on the upper floors.

Coupled with this action is a catchy rhythmic barking tune that only stops to croak a little hawking sound when you hit your opponents.

The ability to choose which of the five floors you wish to play is very nice for those special practice sessions.

Yes there are only five levels but Kung-Fu Master is no pushover. The levels are hard and VERY skilful!

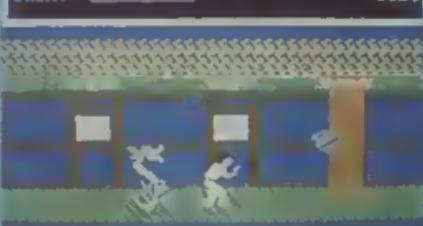
Too much is made of a game having dozens of screens to work through these days. Five action packed, skillful screens are truly worth more than most others offering ten times that — Glasshopper!

Once you've grasped the basic timing of the game those dreaded guardians at the end of each floor will pose the next problem.

They do their darndest to stop you reaching the stairs and the next level behind them.

Each guardian has a special attacking quality. On the first

SP - 000100 TOP - 000000 BP - 000000  
 PLAYER [bar] ENEMY [bar] TIME 100?



floor he wields Chucks and batters you senseless if you stand too far away from him. To beat him, stay close to his body and hit him with punches.

The guardian on level two is mean. He throws a scythe-like boomerang at you which must be dodged as you deliver a barrage of body blows to drain his energy.

Level three has a huge guardian twice your size. I leave this gem for you to crack.

Four and five just get worse but in the most challenging possible way!

The higher levels also feature rolling wasps, energy sapping butterflies, fire-breathing dragons, exploding balls (mind the debris), little glow-worms (well that's what I call them) and head-butting little green men (honest!).

In themselves they present a small challenge but the mix of attack from both sides and at different heights really makes for a truly awesome battle.

Kung-Fu Master will be available from February 3rd.

But bear this in mind if you are thinking of buying the game then remember it is very very very hard to put the joystick down unless you've just had to eat it, of course!

Cast your mind back to Super Mario and the Pensons!

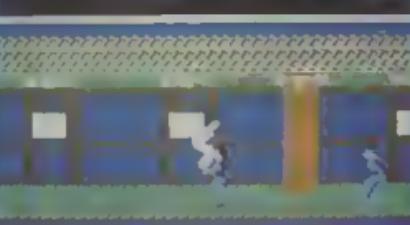
Computer World show and you'll recall that Eugene Evans the original computer whizz-kid, was jealously guarding on Amstrad ST running one of the first bits of games software for this megamachine. He wasn't giving anything away about the game called *Breaccus* from his new company called Pygnosis — something about computer magazines being noisy to him in the past. Still, now the game is completed and C+VG managed to get a peek at it.

*Breaccus* is probably the first bit of home grown games software — sorry — interactive video — for the ST. It's also available for the Apple Mac and Commodore's Amiga. Software for machines a cut above your normal home micro. But with the ST's price dropping who knows?

Meanwhile, back at the game the instruction manual begins with an odd bit of pretentiousness in the shape of a quote from John Ruskin which reads: "All works of taste must bear a price in proportion to the skill, toil, time, expense and risk attending their invention and manufacture. These things called dear are, when justly estimated, the cheapest." All this just to rub the last in that the people behind *Breaccus* think it's the bees knees.

Just a quick glimpse of Martech's C64 version of *Zelda* in preparation for our review next issue. This version of the game featuring your favourite mechanoid robots has been considerably enhanced — and dare we say it, looks and plays better than the Spectrum original. Watch out for our Player's Guide next Ish.

SP - 000500 TOP - 000075 BP - 000000  
 PLAYER [bar] ENEMY [bar] TIME 100?



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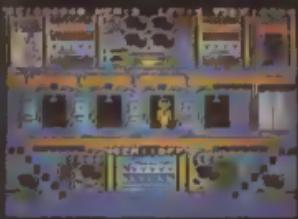
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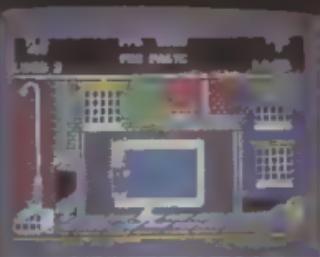
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# elite

## EXPLDING IN



Top Secret...Top Secret... C+VG presents an exclusive glimpse of some new games from Elite, the people who brought you Commando and Frank Bruno's Boxing.

The games include the arcade favourites Bombjack and Ghost 'n' Goblins. And there's also that cartoon smash Scooby Doo.

So read on for the latest information on games from end for the Elite.

Following the success of Commando, the number one game at Christmas, Elite is poised to shoot up the software charts this spring with new conversions of arcade hits, Bomb Jack and Ghost'n'Goblins.

And despite what you've read in other magazines, Elite still plans to release its computer cartoon adventure, Scooby Doo in the Castle Mystery for the 48K Spectrum.

Hitting the shops first will be Bomb Jack for the Commodore 64, Spectrum and Amstrad. Bomb Jack has been around in the arcades for approaching two years and it's surprising nobody has snapped up the rights from Taitan before now.

The game is simplicity itself. But at the same time it's extremely addictive and challenging — as the game's long life in the arcades proves.

The idea is for Jack, a jolly masked and caped character, to leap around the screen collecting bombs, evading enemies and picking up the points.

Jack can collect the bombs in any order, but if he follows the correct sequence — indicated by flashing bombs — extra points can be obtained. And if you can get the power ball — the ball with a P on it — you can defeat all your enemies.

The Greek-looking temple, castle and cityscape are original. There are four screens, the settings being the pyramid,

the Greek-looking temple, castle and cityscape.

The screen shots shown here are from the Commodore 64 version and are almost complete. The main differences from the finished version is that the moving sprites — except Jack — will be slightly smaller.

Once the four screens have been completed, the sequence is repeated but with increased difficulty.

*Ghost'n' Goblins* should be released by the end of March, again



# N TO ACTION



for the Commodore 64, Spectrum and Amstrad.

Those who've played the Capcom game in the arcades know it has a vast amount of screens — so many in fact that the makers say very few people have completed the game.

Elite's version will take a selection of the best screens from the game, which is packed with the walking dead graveyards and many other nasties.

The game starts at the edge of a graveyard where a princess — tending the tombstone of a knight — is abducted by a messenger of Hell. The knight, dressed only in his undies, sets off to rescue the princess.

But to rescue her the knight must pass through six gates guarded by Satan's gangsta to reach Hell itself. Demons attack the knight as he progresses.

As the knight sets out on his mission he almost immediately stumbles on a suit of armour. Then it's into the graveyard where the undies rise from the ground and close in on our valiant hero.



The knight has five kinds of weapons to destroy the attackers. But let these gruesome creatures touch you and you are once again uncloaked. If touched again you turn into a skeleton and collapse into a pile of old bones.

*Scooby Doo in the Castle of Mystery* will be released in April, says Elite boss Steve Elton, but it will be different from the version which has been heavily advertised.

Elite's programmers found that having created the very impressive cartoon graphics there was not enough memory left in the 48K Spectrum to make the game playable.

But, says Steve, the idea of a Scooby game is too good to drop completely and work has had to start all over again.

Right, here's your chance to get in on the explosive action of Elite's Bomb Jack with this exclusive offer in Computer +Video Games.

In the shock Bomb Jack will cost you £7.95 on the Spectrum, £9.95 on the Amstrad and £9.95 on the Commodore 64.

But if you send the token on this page to Elite you'll get £2 off the price of the game for your machine.

Send you cheque or postal order plus the token to Elite Systems Ltd, Anchor House, Anchor Road, Aldridge, Walsall WS9 8PW.

#### C+VG/ELITE BOMB JACK OFFER

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**KEY**

technically g.  
graphics carts  
you in the -  
know if all things  
and beautiful

**SOUND**

the sound loud and proud  
and crystal clear? — does the  
air from your stereo sound  
thought you've got your  
stuck in a bucket of oil?

**VALUE**

is the game really worth an  
or a lead to buy? Should  
be big, borrow  
lead to get the cash to -  
a game can be the envy of  
your friends. Or should  
wait until the game turns up  
the bargain basement  
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**PLAYABILITY**

Will you have to be dragged  
crawling from the chair  
for 24 hours of fun? Is it  
easy and fun, or an arduous  
task. Or will you give up after  
few minutes?

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**GAME OF  
THE MONTH**

The Computer + Video  
Games accolade of Game of  
the Month is the highest  
prize our team of reviewers  
can bestow on a game.

To prove the game — be it  
a game, a game, a game, a game,  
an Amstrad BBC, Alan or  
any other make of computer  
on which we honestly believe  
to be the best game we have  
seen during the month.

The key points we look for  
in all the nominated ones  
included in this Key plus:  
originality, Technical excellen-  
tial counts for a great deal  
and, as we all know,  
programmers are getting more  
and more from their machines  
as each month passes.

But, above all the  
absolutely vital ingredient is  
**FUN**. If it's not fun we don't  
want to know.

**MOVIE**

- Machine: Spectrum/Amstrad
- Supplier: Ocean
- Price: £7.95 (Spectrum) £8.95 (Amstrad)

The neon light outside the IDEAS COP SECURITY HQ flickered fitfully as I sat gazing out the window and the rain-wet street. The private eye business had been slow since I'd solved the case of the Missing Pocumbers.

I noticed a shadow in the street below. Suddenly I threw something up at the window my window. The glass shattered and an object crashed down on my desk.

Brushing the shattered glass aside I picked out a cassette — a computer cassette! It showed no anti-social tendencies like going BOOM! when I touched it. So I pulled my trusty Spectrum

from my shoulder holster and loaded up the tape.

That's when my world changed. After the pretty ordinary loading screen disappeared I found myself in the real-life world of crime patrol over.

As you load, you're a gangster HO and discover a huge Simple. But once you're inside the main menu you'll find lots of menus and streets you'll find a whole bunch of items to choose to rob you. You're really good at it and "good" is the operative word, going bleep, bleeped, bleeped. Two Mental health awards to be exact. Not just identical — one is a good, the other is downright evil. This good angel will lead you to the tops. The evil sister will lead you into a trap!



- Machine: Commodore 64
- Supplier: Headon
- Price: £8.95 (Spectrum) £12.95 (Amstrad)

This game hasn't caused such a stir in the C+VG office since the arrival of *Exploding Fist!* Andrew Headon's *Uridium* is simply the best 64 game we've seen since *It's a Good Day*. The selling sounds great and the action comes thick and fast. You'll find more detail about the game elsewhere in this issue, but if you're a 64 owner and you don't find out and play this game, then it's no game for you.

You won't drop your joystick 7 days after you've loaded *Uridium* into your 64.

- Graphics 10
- Sound 10
- Value 10
- Playability 10

You'll find useful items lying around as you explore — like a useful equiliser — gun to you — in the third room you come to.

You'll also come across bombs which you can throw around — and booby traps which could blow you up.

The whole game is icon driven. Which means you have to use your joystick or keyboard to select which feature or action you want to access.

You can pick up or drop items, use the "speech bubbles" to communicate with other characters via the keyboard, I know things, pause or abort the game — and even decide to punch someone.

It's important to examine each item carefully. There might just be something useful hidden on that desk top or on the floor. Don't disregard anything.

Some of the baddies can be avoided by some careful footwork or with a well aimed punch. Only use your gun in moments of severe danger. You only get one life — so use it wisely.

The rooms are drawn in Ultimate style forced perspective 3D. Only one colour per room — but each room is packed with intricate details.

The vocabulary is a bit limited but sometimes you can have interesting conversations. Don't spend too much time chattering up the girls.

*Moving* is a brilliant game. It has atmosphere with a capital 'A'. Catch it when it comes to a shop near you!

- |               |    |
|---------------|----|
| ● Graphics    | 10 |
| ● Sound       | 10 |
| ● Value       | 10 |
| ● Playability | 10 |

**URIDIUM**

• CONTINUES ON PAGE 20 ▶

# SPRING INTO ACTION WITH MIRRORSOFT



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# EDGE

# WINTER GAMES v WINTER SPORTS

● Machine: Spectrum/C64

● Supplier: U.S. Gold

● Price: £7.95

● Machine: Spectrum/Amstrad

● Supplier: Electric Dreams

● Price: £8.95

Can Winter Games on the Spectrum be as good as the C64 version? And what's this - another contender in the computer Winter Olympics called Winter Sports? C+VG's reviewers waxed their skis, watched a couple of Sky-Sundays on BBC2, and prepared to go on the plate for a battle royal between these two snowbound sports simulations.

First let's take a look at the events you get in both packages.

Winter Games gives you

Figure Skating, Free Skating, Speed Skating, Hot Dog, Acrobatic aerial skiing, Ski-Jumping, Biathlon and Bobbed

Winter Sports gives you these sorts of skiing: Slalom, Giant Slalom and Downhill, plus Ice Hockey, Speed Skating, Skr

## Jumping, Bobbed and the Biathlon

First we have to say that the figure and free skating events in Winter Games are pretty pathetic on the Spectrum version reviewed. The skating figure is simplistic and the backgrounds boring. The good news is that you have to bother with these two events unless you want to compete in everything for an overall score.

The quality of the games improve by leaps and bounds once you've got over the skating. The ski-jump, hot dog, biathlon, bobbed and speed skating events have similar graphics to the C64.

My favourite event is the Biathlon, a combination of cross country skiing and rifle shooting. The idea is to complete a cross country course in the quickest time — at the same time hitting as many targets as possible along the way. The Winter Games version has a "pulse" feature which measures how tired your skier is getting.

You must wait until your pulse rate has dropped to around 80 before attempting to shoot at targets. Otherwise the cross hair isn't governed by your pulse rate will be jumping up and down across the target at an impossible speed! You can make sure your pulse isn't racing by ensuring your skiing action between rifle shooting sections is as smooth and controlled as possible.

Next best event is the Bobbed — extremely difficult to do right and requiring some excellent graphics. You see a plan view of the course with a marker showing your position on — or off — it.

Hot Dog skiing is, to say the least, different and challenging. Spectator view is a bit like those horse racing events on other sports simulations. You've got to get the rhythm right to be any good. Ski-jumping is fun too.

If the figure and free skating are a disappointment in Winter Games than the Ice Hockey feature in Winter Sports is

equally unattractive. The teams are mismatched men and the game itself is too simplistic to be challenging. Much too easy to score goals against a computer opponent.

Up to four players can compete in Winter Games, two in Winter Sports. Both games give you high acros scores, but only Winter Games has the useful practice mode for events.

So which package gets the gold? For our money the Winter Games version just has the edge on presentation and playability — despite the naff skating bits.

Winter Sports comes a close second, however, because it features straight skiing games.

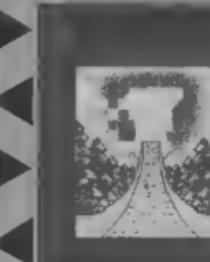
How can you have winter sports without downhill skiing? Excuse me while I go back to waving my skis.

## Games Sports

	Games	Sports
● Graphics	8	7
● Sound	7	7
● Value	8	7
● Playability	8	7



CONTESTANT PHIL



SLOPE

● Machine: Spectrum

● Supplier: Firebird

● Price: £2.99

There's no disputin' this Raspoutine is a good lookin' game. At first the graphics are a bit bargin. But when you play this Ultimate clone you'll have to be pixel perfect when you're moving about, otherwise you'll end up going no where fast!

Meanwhile back to the scenario. The spirit of evil old Raspoutine, once man-men at the Russian Czar's winter palace, has been summoned from the multi-dimensional abyss and wants to bring chaos to the world.

Your job is to enter this multi-dimensional domain and find the Jewel of the Seven Planets. To reach the jewel you have to minimise the eight spells that have been cast by Raspoutine.

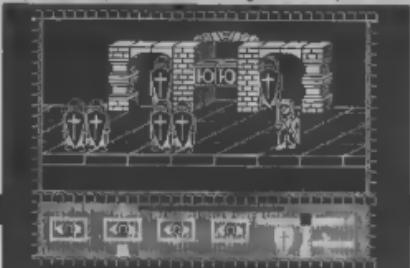
To do this you have to enter

# RASPUTIN

The courtyard of the darkside and after the world of the Seven Planets. You're armed only with a sword and shield which have limited lives. Find the stones with the mark of Raspoutine and step on them and

you will absorb the power of the stone.

You begin on a 3D catwalk dotted with doorways protected by vicious guards. You can either sneak or fight your through the doorways — where



you'll find one of several amazing looking 3D 'castles' inhabited by odd creatures.

Some of these screens are quite stunning in their complexity. You have to watch you don't fall from the catwalks or castles — you plummet downwards only to be rescued by a fire-breath cloud which carries you back to where you started from. But the more you fall the more life-force you lose.

Rasputin isn't an easy game to play. You'll need to spend some time on the game to get the most out of it. It's graphically excellent — but game control leaves something to be desired.

## Graphics

8

## Sound

7

## Value

10

## Playability

7

# ZOIDS

- Machine: Spectrum
- Supplier: Martech
- Price: £7.95

The battle against the mighty Red Zoids begins with this, the best game from Martech so far. It's another soon-clean game — but don't be afraid to think that you don't need all your arcade skills to beat the game. Fast reactions and quick thinking are essential if you are successful in your quest to rebuild the Blue Zoid's super weapon, Zodzilla.

The basic idea of the game is to use your skills to locate the different parts of Zodzilla, hidden under enemy City Domes, rebuild the mighty machine then seek out the Red Zoid's leader, Redhorn the Terrible, and destroy him.

Once you've loaded the game you and your computerised controller pass. You begin in a relatively simple Spiderzoid — but as you find bits of Zodzilla, your machine is upgraded and becomes more powerful.

The panel consists of various control icons plus a main view

screen which shows various map views of your surroundings depending on which mode your Zoid is operating in. This main screen is your main link with the outside world. You do have a radio link with your home base which is activated by moving your fishing cursor to the appropriate icon.

Above the main screen is an ECG waveform readout which represents your Zoid's health. As you are supposed to have merged minds with the Zoid this is pretty important.

The game uses a nice windowing technique to report any other messages relevant to the player. The same applies when you decide to launch an attack on a Blue Zoid building with your onboard missiles — or the Reds are attack.

Each Red city has a power plant, a mine where more Zoids are manufactured and a radio beacon. All these must be knocked out and the city domes searched for bits of Zodzilla and the all important Zodar Power Pods. If you don't get hold of



power then you won't last long. You'll also find these inside destroyed Silzerzoids.

It's a good idea to call down an attack on your base on the power plant to begin with. This means power will be diverted from the City Dome shields and you'll be able to attack them with your Zoid's missiles.

Don't bother to waste your

stamina by attacking the station has been hit. It takes about 30 seconds for your base to send a message — in the meantime watch out for enemy attacks and keep moving.

Once you've destroyed a city dome scan the wreckage using your onboard scanner

You must scan all debris — otherwise you could miss something important. Four of the cities don't have any bits of Zodzilla — but they may have essential power supplies for you Zoid.

Zoids is one for those of you who like a game that lasts. This one will keep your interest for some time to come. If you're worried about getting your want instant success make clear — or try Martech's *Crazy Cometel*.

- Graphics
- Sound
- Value
- Playability

8
7
8
8

# BACKTOSKOOL

- Machine: Spectrum
- Supplier: Microspheres
- Price: £6.95

It seems Microspheres didn't want us to review this game. Requests for a review copy fell on deaf ears. Still we went out and bought a copy to find out if Microspheres had got the memo if last year, Skooldaze.

At first glance Back to Skool looks very familiar.

But exploring further into the game you discover there's a bit more to Back to Skool. The scenario goes like this. You managed to steal your school report during the last days of term and spent the whole holiday forging teachers' signatures to make yourself look really smart, sweet and helpful. All you've got to do is get the report back to the Headmaster's office without anyone finding out. And the old teachers featured in Skooldaze are back, plus the bullies, swots and other pupils you came to love in the original game. You can change the names of all the characters if you wish, at the start of the game.

In Back to Skool you aren't

limited to the interior of your school like the first game. You can actually get out into the playing fields or pay a visit to the nearby girl's school to let the odd mouse cause chaos. Mice and frogs play a big part in this sequel.

Like Skooldaze you must avoid getting too many lines — given by the teachers and the Head. If you're found doing something you ought not to be, Get over 10,000 and you're safe.

Also like Skooldaze, the teachers speak to you in speech bubbles — when they give lines or ask questions.

You can explore the three

floors of both schools at will. You are armed with a catapult — and can find other "weapons" by searching through desks in both establishments.

With pistol and spider bombs are useful. The graphics are not bad and the animation of the characters is pretty good — although the game does tend to stop dead for a couple of seconds when instructions — which appear in the box at the bottom of the screen — appear.

There's more to Back to Skool than meets the eye. If you were a fan of Skooldaze you'll enjoy this follow up.

- Graphics
- Sound
- Value
- Playability

# THE DEVIL'S CROWN

- Machine: Amstrad
- Supplier: Probe Software
- Price: £7.99 cassette/£13.99 disk

Avast there me hearties. Does you brave the mysterious depths to search for *The Devil's Crown?*

Legend tells of a sunken pirate ship containing this awesome treasure guarded by pirate ghosts. Enter this and other nautical horrors.

Your solitary quest is to find the crown and the seven jewels removed from it and hidden round the wreck.

Easy? Don't believe it. Around the wreck are various floating objects. Each must be replaced with a solid equivalent. Then the floating jewel is revealed which also must be replaced by a solid jewel.

The graphics are clear, sharp and colourful. Not a gem of a game, but good fun for nautic adventure fans.

- Graphics
- Sound
- Value
- Playability

8
7
8
8





## DOCTOR WHO AND THE MINES OF TERROR

• Machine: BBC (version reviewed), Spectrum, Commodore, Amstrad  
 • Supplier: Micropower  
 • Price: £14.95 cassette; £18.95 Rom Cassette

My, my! What a huge package! Looking rather like an exaggerated videocassette holder, this game demands attention! This is the follow-up to Castle Quest, and bears similarities, though the "MP4 Scrollarm" system has regressed to the standard of JCB (alias "Judder").

The ROM went in without too much bother, except having to bend all the legs inwards as they'd stay in the damned holder! And the program loaded straight through with no trouble at all. A quite interesting screen appeared and the BBC played the well-known theme tune.

This is another game with piles of instructions to wade through. Unfortunately, you won't get far unless you do just that. Skipping the German, French and Spanish, I eventually found out what was going on.

Cutting through the waffle, here is the mission: you have to go into the mine, find the alien miming something—or another, disable the instrument-of-death-and-destruction, and whip the plonk so the Master can't make another one.

K3 has now changed into a meggie. No ordinary meggie though! This one turns into a pink bubble when it moves! Of course, this lightbulb creature plays an integral part in solving



the game, so—as much as the idea appeals—you can't haul him off a cliff! Indeed, the Doctor, under my input control, fall over a good number of cliffs. Micropower describe the game as "Brain to brain combat". I feel "Bam to spiky rock impact" would be more fitting.

The scrolling is pretty abominable. It isn't flickery as such, but not a patch on Castle Quest. The graphics are colourless, and while you can see what everything is, "okay" is the only adjective that really fits.

Festively complicated instructions can be given to the Sphinx (cat), and as it is invisible to the naked eye, it can be pretty handy.

In the game's favour, it is very big, and will take a long time to solve; it has been thoroughly planned and represents an impressive challenge.

- Machine: Amstrad
- Supplier: Activision
- Price: £9.99

Boxing is a disgusting, degrading sport. It should be banned. Violence for sport and entertainment. How low can you get?

All very true. But boxing also happens to be extremely exciting. I love it. Even when Boomboom Barber and Wimpy Brown had led me flat on my back with a cruel series of uppercuts.

**BARRY McGUGAN WORLD CHAMPIONSHIP BOXING** offers you the chance to take on 19 exotically named boxers, including the mighty McGuigan.

Each fighter has an endurance level ranging from weak to mighty, also various stamina, strength and agility levels. There is also pre-fight training which allows you to build on the individual boxer's strengths to compensate for weaknesses.

The boxing action is seen from the side. The fighting and range of punches is much the same as other boxing games available and is quite satisfying.

For Amstrad owners wanting a boxing game, this is the right choice between Barry McGuigan and Frank Bruno's Boxing from Elite. We think Frank just has the edge.

- Graphics
- Sound
- Value
- Playability

8  
7  
7  
8

After a very short time I found myself not particularly caring what fate the Master had in mind for the universe. If you like games of this ilk, though, you will probably love it.

Dot. Who cares? Buy the game and may be disappointed. Of course, they could be extremely satisfied. Ask the dealer for a demo before you decide.

- Graphics
- Sound
- Value
- Playability

9  
6  
4  
3



• Machine: BBC  
 • Supplier: Superior Software  
 • Price: £8.95 (Cassette), £11.95 (Disc)

Not content with the success of the original Repton, Superior Software has come up with a sequel which fairly bursts from the screen—a riot of skill, colour and excitement.

In style it's very similar. The change only becoming apparent as you play.

You are stunned right from the start by the astonishing "voicer". Which takes to you as the game is loading—real sci-fi horror stuff! It's just about understandable if you don't look at the words as they are reproduced on the screen, and turns out to be not the bogeyman about to leap out at

## REPTON 2

you from your computer, but a preview of a forthcoming speech package from Superior.

The sound continues to impress all the way through the game, with distinctly above-average, even tuneful, music it's a fitting accompaniment to the quality of the game itself.

You are in a maze, hunting for diamonds as big as yourself. There are 1,834 of them, and you must get them all before you can complete the game. You also have to collect 831, 4,744 pieces of ice, kill all 19 monsters lurking in the maze, use all the 64 transporters which whisk

you off to different parts of the maze and collect 4-2 jigsaw puzzle pieces.

Apart from monsters, there are other hazards—falling meteors and boulders, spins, and evil-looking skulls which kill at a touch. One of the many problems of Repton is that you can't kill monsters directly—you must arrange for boulders to fall on them, not an easy matter.

Great cunning and dexterity is required. The only way to get rid of the spins is to trick them into cages, where they turn into diamonds

Some diamonds are hidden in estates, and to open them you must find the combination key. Trickier still, you have to plan your route most carefully, ensuring that you don't get cut off by falling rocks, or block off a section containing a vital diamond, transporter, key or jigsaw piece.

If you allow a boulder to roll off a passage containing so much as one diamond, you cannot complete the game.

The graphics are smooth and very colourful, and the game as a whole is demanding and absorbing.

- Graphics
- Sound
- Value
- Playability

8  
8  
6  
10

# ROCK'N WRESTLE

Rock'n Wrestle—the first truly 3 dimensional combat sports simulation game. Dynamic graphics, state-of-the-art animation, 1 and 2 player mode, brilliant gameplay, 10 different opponents and complete rock sound track. More joystick moves than you imagined possible—over 25—including the atomic drop, serpentine spin, piledriver, body slam, back breaker, arm twist, elbow drop and turnbuckle fly.

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3534, 3535, 3536, 3537, 3538, 3539, 3540, 3541, 3542, 3543, 3544, 3545, 3546, 3547, 3548, 3549, 3550, 3551, 3552, 3553, 3

# BACK TO THE FUTURE

- Machine: C64
- Supplier: Electronic Dreams
- Price: £9.95

You soon after will need the book, get the books in A non-stop movie breakfest meal now play the game... and Marty... Walker... a computer simulation of the boy... who... now... finally... returns to... continue the... the... the... and... and... and...



- Machine: C64
- Supplier: CRL
- Price: £8.95

Let's hear it for the crew of the USS Oblimbus! They boldly try to go where only real loonies have been before and often and up to lunch.

Forget the disappointment of CRL's *Blade Runner* and run along to your local games store for a copy of *Space Doubt*. It's the most fun you'll have with your 64 short of trying to balance it on the end of your nose.

The idea of the game is basically this: You are in control of those astronauts inside the cargo ship Oblimbus bound for the planet Nibondis with a hold full of grub for the starving



## the film

All your favorite characters are here: Marty, Doc, Biff, the billy Lorraine and of course, Marty's Insy.

The object of the game follows the plot of the film very well. You just get your future return (Lorraine) to jail or live with her or add energy... (which you would need if a whole lot more than

two. Then you'll get Back to the Future and finally you'll everyday existence behind the future's time travel.

Unfortunatly, to get to the game you have to make use of several items which you'll find dotted about the entire location.

You first find Doc's coat in the first cutting he's got in the dark hall, and when you find something like that. And no item or level has a specific effect, so this test of the player test of the game. You have to discover which items what on if you want in order to seal.

The main screen is divided up into six main areas: here's the main playing screen which

you will see in the distance. Each is a different area of the mansion. Marty's bedroom, the bathroom, the study, the kitchen, the dining room and the garden.

On the right hand side is the station where Marty's family garage, it's also an indicator of how far you've travelled. Fall in love again with the old fashioned telephone and you'll see the phone disappear. When it's disappeared completely the game is over... as Marty has time.

On the left hand side the screen is a similar picture to Marty's a digitized version of the film. This helps you in a similar fashion to the family

inhabitants. They aren't vegetarians. They like the taste of humans wizzipped in space suits — so don't let them get too close!

You see a sort of split screen view of two levels of the ship on each screen. You can move between levels by using the elevator beams which connect each floor at various points.

These can be reset to go up or down by simply moving your stick upwards or to the control panel and pressing the fire button.

It takes a bit of practice to jump out of the site at the right time. Careful timing is needed unless you want to stay zapping up and down in the beam for half an hour!

The graphics are excellent and have an original cartoon feel to them. The sound, provided by CRL's friendly Cybergenics, is fun — a mixture of *Clothes Encounters* and *James Bond II*.

There's no doubt that *Space Doubt* will be a big hit. If it isn't I'll eat my Bogloid — or should that be the other way around?

- Graphics
- Sound
- Value
- Playability





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# BATTLE OF THE PLANETS

- Machine: Spectrum
- Supplier: Lofthornen
- Price: £3.95

The year is 2027. The world has become a very different place. An annexed area of Sweden has been designated a battle area. And, as champion of England, you enter the arena to defend your country's honour.

You command your own tank plus five slaves, each with a limited amount of ammunition. Lots of the time that war gear spend with war gear action, will prove disastrous.

A battle field map occupies the main screen. The tanks are displayed as cursors which can be moved around. A radar icon flashes if the enemy is encountered.

If you're into shoot outs which need an extra bit of brain input, this could be the one for you.

- Graphics 7
- Sound 5
- Value 7
- Playability 8

- Machine: Spectrum
- Supplier: Mikro-Gar
- Price: £8.95

Don't expect to see any of the G-Force stars of the TV cartoon series *Battle of the Planets* once you've loaded in Mikro-Gar's latest release. What you can expect is an addictive and action packed space shoot-em-up in the *Elite* tradition.

The G-Force may be conspicuous by their absence — but what you get are some really fast and smooth vector graphics, exciting action and a touch of strategy to spice things up.

Zotter's space invasion fleets surround each planet and are beaming down landers which will eventually destroy the planets unless you can get to them first.

You have to clean the skies around each planet of alien craft and then zap down to the planet's surface — via Star Wars style space stations — where you'll find the heavily armoured lander tanks waiting to do battle.

Destroy them. Rendezvous with repair and fuel craft on the surface and then it's back to space to find a star gate and a quick trip onto the next planet.

This G-Force ship is equipped with long range indicators which flesh up soon on your screen. There are alien craft, space stations and star gates. Learn which is which — quickly! — and you are half way to a big score.

The icons also show the position of these various objects — so you'll soon learn how to reach them. Your ship also has various equipment when you can check on by calling up status reports which appear in a window at the left hand side of the screen. On the right is a readout of your score — plus an indicator which tells you which key to press to call up the status reports.

Your ship is armed with a limited supply of neutron torpedoes and a laser. This laser can overheat if you use it too much and will cut out on you if you're not careful. Some of the enemy craft — in space and on the surface — can take varying

amounts of punishment before they are destroyed. Some also can avoid your torpedoes. Replenish torpedoes at repair ships.

The graphics are the fastest and smoothest vector style yet to be seen on the Spectrum. No jerky movements as the alien craft zooms more across the screen.

One minor criticism. The explosions are a bit wimpish. The crafts detonate into a bubble which makes a silly popping noise! Apart from that little gripe the game is pretty good.

*Elite* fans who want to give up trading for a while and have a decent zapping session should grab a copy of *Battle of the Planets* today!

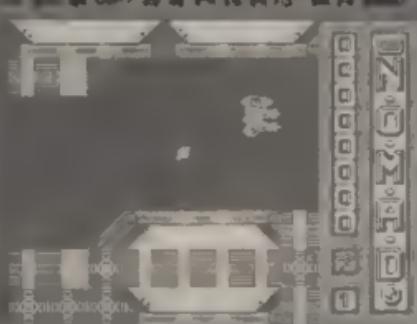
Anyone who enjoys fast space shoot outs will find it fun to like Mikro-Gar's first venture into arcade action — a mixture of clear and 3D tank battles. Take off after it.

- Graphics 9
- Sound 9
- Value 9
- Playability 9

- Machine: Spectrum/Astradroid
- Supplier: Ocean
- Price: £7.95 (£8.95 S.A. Astradroid)

This release is before Chus' deadlines — won't gall of pie relax

**B.O.T.M.A.D.**



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- Graphics 8

- Sound 7

- Value 8

- Playability 8

## MASTER OF MAGIC

- Machine: CBM64
- Supplier: Mastertronic
- Price: £2.95

If you're a 64 owner ready awaiting the conversion of Swords and Sorcery, why not while away the time with the *Master of Magic*? This is the latest excellent release on Mastertronic's mid-price M.A.D. label.

*Master of Magic* takes you into a magical underground world where you battle strange creatures in a quest to find the lost amulet of immortality — and regain your own freedom! This is a menu-driven, graphic interactive adventure in true D&D style.

The game screen is divided up into four main areas. Top left of the screen is a plan view of your immediate surroundings. You see your character, caverns that you currently inhabit, plus any objects you're carrying in the same area.

Selecting [W] will allow you to move about the dungeon until you come across something you wish to examine or pick up, or when something or someone attacks you. Then you zap back to the menu and pick the option you need to deal with the situation.

Options on the menu change as you move through the adventure.

When the game begins you are armed only with some spells. These will only work if you have enough mind power to operate them.

Get a weapon as soon as you can by killing off an Orc or skeleton using magic. Then hang onto your magical powers — fight using weapons as much as possible.

Below the option screen is another full screen window which shows in detail objects you encounter during your

quest. Like the monsters, stairscases, objects etc. if you manage to kill a monster a very satisfying red DEAD status appears across the graphical.

*Master of Magic* might not appeal to adventure purists — but anyone who's dabbled in DOS will get hooked pretty quickly and arcade addicts will find there's enough instant action to keep them happy, too.

*Master of Magic* is quite simply tremendous value and extremely addictive. Once you've entered Thairis's realm you won't really want to escape.

- Graphics 7
- Sound 9
- Value 10
- Playability 9



## COSMIC WARTOAD

- Machine: Spectrum
- Supplier: Ocean
- Price: £7.95

It's not often that you get a game exclusively for one computer these days — but Denton Design and Ocean have come up with an exclusive for the Spectrum in *Cosmic Wartoad*.

True to DO's style, the game is slickly presented with nice graphics and sound. Nice looking screens and good packaging complete the picture. But when it comes to game play, well, it's a little shorting up with frills.

The usual elaborate Denton scenario comes with the game. And it goes like this. The Queen of the Cosmic Wartoads has been captured by the Rigelian Slime Beasts — deadly enemy of her race — and transformed into a human female. Only the Slime Beasts know why.

She awakes her fate beneath a galectic guillotine in the Slim King's Lair. The player takes on the role of a heroic Cosmic

Wartoad. You must battle across particle "nodes", the Rigelian time-grid, and dismantle the tortuous guillotine before it turns the Queen into prime cuts.

To complete the task you need to access a Cosmic Tool Kit. There eight items are scattered throughout the time-accums of the Rigelian time-grid. They include incredibly useful items such as an Interceptor Whisk, 3M Megawatt Light Bulbs, and a Death Ray Smut Gun.

To travel, the player must pass through the time grid windows which contain various breeds of "nasses". Within these time grid windows Cosmic Willy — a tadpole — comes to the player's aid. By acting as a cursor he enables the player to select which time node he wishes to occupy. You gain control of him via a view of the "time grid". You move the tadpole cursor to the zone you wish to visit and hit the fire button. Then you enter into a shooting with the alien creature which inhabit that

particle "node". On each combat screen you get a "balance of power" readout which shows how you are doing in comparison to the enemy creatures. Let it creep too far in the other team's favour and you'll lose a life.

Clear a screen and open up more of the "time grid" — in similar fashion to Stargate. You can only move your Wartoad to directly adjacent "nodes" although there are eight linked nodes which allow

you to beam around the time grid more easily once you have liberated them.

Ultimately — although the game is extremely well presented and documented — it gets repetitive and boring. Some nice ideas well executed — but let down because there's not much of a game in evidence.

- Graphics 9
- Sound 8
- Value 5
- Playability 7



## HARVEY SMITH SHOWJUMPER

- Machine: CBM64
- Supplier: Software Projects
- Price: £2.95

With a flick of the riding crop, a quick dig of the spurs and a cry of "Gee Up, Harvey Smith comes into the show ring, the latest in a string of Harvey's ending list of "names" — only too eager to endorse a computer game.

Nothing wrong with that, of course. It helps sell the game, so do the software house hopes. But one can't help thinking that the majority of these "names" have never been near a computer.

So let's forget about Harvey's "invention" and look at Software Project's offering.

Showjumper offers a selection of 12 courses for you to tackle. Up to six riders may compete against each other over a selection of 12 courses. Joystick control enables you to make the horse walk, canter, gallop, jump and turn.

For anybody who is into showjumping, the game should prove very entertaining.

- Graphics 8
- Sound 8
- Value 5
- Playability 7

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# THE SOFTWARE CHART



Hot off the presses is the latest **C + VG** **Gallup Software Top 30**. It's the most accurate and up-to-date chart currently published in Britain. Just one look through the latest **C + VG** charts will tell you which top name games are selling the quickest — making it easier for you to choose the shoot-em-up, karate game or boxing program you want. It's a knock-out.

• MARCH

## TOP 30/ALL FORMATS

*THIS MONTH	*LAST MONTH	*GAME	*MACHINE	*MANUFACTURER	*WEEKS IN CHART
1	2	Tie Ar Kung Fu	SP, CO, AM, BB, MS, EL	Imagine	8
2	1	Commando	SP, CO	Elite	8
3	4	Winter Games	SP, CO, AM	Epyx/US Gold	11
4	3	Rambo	SP, CO	Ocean	8
5	6	Formula One Simulator	SP, CO, AM, CI	Mastertronic	20
6	10	BMX Racers	SP, CO, CI	Mastertronic	22
7	5	They Sold a Million	SP, CP, AM	Hit Squad	10
8	9	Computer Hits (10)	SP, CO, AM, BB, EL	Beau Jolly	11
9	19	Rockman	SP, CO, CI	Mastertronic	7
10	11	Action Biker	SP, CO, CI, AT	Mastertronic	22
11	8	Finders Keepers	CO, AM, MS	Mastertronic	22
12	NE	Bounder	CO	Gremlin Graphics	1
13	21	Tutti Frutti	CI, AT	Mastertronic	4
14	12	Spellbound	SP, AM	Mastertronic	5
15	14	Korona Rift	CO, AT	Activision	2
16	13	Elite	SP, CO, BB, EL	Acornsoft/Firebird	22
17	32	Hypersports	SP, CO, AM, BB, MS	Imagine	16
18	7	Way of the Exploding Fist	SP, CO, AM, BB	Melbourne House	22
19	15	Now Games 2	SP, CO	Virgin	6
20	17	Transformers	SP, CO, AM	Ocean	6
21	18	Big Mac	CO, CI	Mastertronic	3
22	NE	Kung Fu Kid	CI	Gremlin Graphics	1
23	RE	Caves of Doom	SP, CO, AM	Mastertronic	6
24	22	Sabotour	SP	Durell	10
25	20	Arcade Hall of Fame	SP, CO	US Gold	9
26	RF	Tornado Hawk	SP, CO	Digital Integration	7
27	30	Critical Mass	SP, CO	Durell	4
28	37	One Man and His Droid	SP, CO, AM, CI	Mastertronic	2
29	35	Dailey Thompson's Super Test	SP, AM	Ocean	17
30	33	Steve Davis Snooker	SP, CO, AM, BB, CI, EL, OL	CDS	10

1	Formula 1 Simulator/Mastertronic
2	They Sold a Million/Hit Squad
3	Finders Keepers /Mastertronic
4	Tie Ar Kung Fu/Imagine
5	Computer Hits (10)/Beau Jolly
6	Grand Prix 3D/Software Inv
7	Soul of a Robot/Mastertronic
8	Caves of Doom/Mastertronic
9	Hypersports/Imagine
10	Tornado Law Level/Vortex

1	Winter Games/Epyx/US Gold
2	Commando/Elite
3	Rambo/Ocean
4	Tie Ar Kung Fu/Imagine
5	Spellbound/Mastertronic
6	Sabotour/Durell
7	Tornado Hawk/Digital Int
8	D. Thompson's S.L./Ocean
9	Elite/Firebird
10	Formula 1 Simulator/Mastertronic

1	Bounder/Gremlin Graphics
2	Korona Rift/Activision
3	Commando/Elite
4	Rambo/Ocean
5	Las Vegas/MS/Mastertronic
6	Winter Games/Epyx/US Gold
7	Kik Start/Mastertronic
8	Action Biker/Mastertronic
9	Little Comp. People/Activision
10	Critical Mass/Durell

1	Tutti Frutti/Mastertronic
2	Big Mac/Mastertronic
3	BMX Racers/Mastertronic
4	Formula 1 Simulator/Mastertronic
5	Rockman/Mastertronic
6	Kung Fu Kid/Gremlin Grap.
7	Squid/Mastertronic
8	Vegas Jackpot/Mastertronic

1	Tie Ar Kung Fu/Imagine
2	Way of the Exploding Fist/MM
3	Strike Force Herrier/Microsoft
4	Repton 2/Superior
5	Highest Haze/Ultimate
6	Gyroscope/MM
7	Dr Who & Miles of T./Micropower
8	Citadel/Superior

### MACHINE KEY

SP = SPECTRUM	BB = BBC
CD = COMMODORE 64	AT = ATARI
AM = AMSTRAD	EL = ELECTRON
CI = CII	ENT = ENTERPRISE

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# I.D.E.A.S CENTRAL

(NERVE CENTRE OF IDEAS CORP)

Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Rug Hunters' HQ and the men who keeps those rogue robots in order — Jackson T. Kallister, Jackson makes sure OTISS, Rig Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it.

So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So, send your hints and pokes to Melissa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court 30-32 Farringdon Lane, London EC1R 3AU.

## BACK TO SKOOL

You boy! Sit up and pay attention. What's that magazine you're reading under the desk? Computer + Video Games, eh? Lucky for you, boy! If it had been any other than that highly screened journal, you'd have been in detention for a week.

What's that? It's got hints and tips on Back to Skool. Well don't keep them to yourself. Read them out to the whole class.

Safe: The key to the safe is round the neck of the girls' headmistress. She hates frogs. Put the frog in a cup in the girls' kitchen so you can knock it down on her head.

Remember the snake. Frogs are kept in the locked science lab storeroom. Combining letters are held by the masters. Get them drunk. Sherry is in the headmistress cupboard which is only unlocked when she is sure all the boys are back in school. Fill water pistol by jumping up to baffle. Put sherry in school cup and use catapult to knock sherry onto masters.

Stink bombs. Head will open window if you drop one when he sneezes.

Concealer. If you knock him out with a canker I fired from catapult out of top window of school you can get by him.

Bike chained to conker tree. A four number combination has to be written on blackboard to release it. Each master knows one number. Soak them with water by knocking water filled cups with catapult while they are under them.

Water pistol and stinkbombs. They are hidden in desks.

Remember there are desks in the girls' school as well.

Water: makes flowers grow.

Mice: catching them is fun. Letting them go in the girls' school is even funner.

Lines: If you get lots of lines be extra nice to your girlfriend.

Study door: Only the head can open it — you'll have to jump up to reach the safe.

## HACKER

Are you hooked on Hacker: The Activision game which gives you no instructions or help? Don't despair. Ideas Central is to the rescue with these hints and tips from David Kepp, of Purley.

Pressing U at a city sends your robot to the surface. C summons a spy and D will return the robot to the tunnel — but only after the spy has altered his two items.

If the country is in darkness pressing I allows you to operate.

When in a city you can travel around to greet the spy by pressing the right key or turning the joystick to the right. If the spy walks past, turn a little to the left. Do not do this in Russia as the spy will then refuse to trade with you.

Don't panic if you lose your 'chip' as you will still have several minutes on line.

Avoid all satellites as these will hamper your progress. But if you are caught these are the answers to the security questions. 1) Magna, Ltd (Check you insert the correct spaces and punctuation.) 2) AXD-0010479 3) Hydraulic 4) Australia.

Australia also serves as the log on word. And, says David, he loves Australia. Texas is the log-on word for the Commodore 64 version and II stops the satellites.

The locations of the various items serve as the game area as follows:

Money (already present); Chronograph (France); Emerald Scarab (Egypt); Statue of Tutankhamen (Egypt); Deeds (France); Stacks and Bonds (New York); Cultural Pearls (Hong Kong); 35mm camera (Hong Kong); Jade Carving (China); Beatles' Album (Great Britain).

David has also included the route he travelled and the items offered in various countries for information.

1) France — money 2) Egypt — Chronometer; 3) Greece — Emerald Scarab; 4) Russia — Statue of Tutankhamen; 5) New York — Deeds; 6) Hong Kong — Stacks and Bonds; 7) China — Cultural Pearls; 8) Brazil — 35mm Camera; 9) Great Britain — Jade Carving; 10) San Francisco — Beatles' Album

## MERCENARY

Simon Stokes of Birmingham, has completed Mercenary Novagems excellent game.

When the game starts, he says, buy the Dominican Dart sponsorship — or steal it if you can — and travel to location 09-06. Destroying any buildings on the way will incur the wrath of Poltar or the Mechanoid races.

When you reach that location use the elevator to go down to lower levels where there are several types of doors.

Explore the rooms and collect any items — you can only carry one of a lime. To find other rooms you may have to find other elevators on the planet. These are at 09-06, 09-05, 01-35, 12-13, 03-00 and Continues on Page 36

03-15 (pass holders only).

By searching the city and beyond you will find other powerful vehicles, one of which allows you to fly to the Polar Colony Craft orbiting at 65,000 feet. Objects found can be dropped in specific rooms in the craft to gain large amounts of credits — Machinoid (Interview room), Winchester (laboratory), armaments (ammunition), catering supplies (kitchen), 12339 supply (conference room), medical supplies (infirmary), energy crystal (power room), gold (exchequer) large box (stores).

Simon also has some general hints. Save your position to tape or disk, he says, before making any drastic decisions. Climb to a high altitude and look down on the city for a better idea of where you are going. Explore beyond the city.

## CITADEL

The quest for the live crystals in Superior Software's Citadel on the BBC should be a little easier following this help from Steven Brown of Ripley.

Crystal one. In the room above the Moon Hall.

Crystal two. In the witch's house. To get it you must kill the witch. Collect green skull from top of West Tower. Get trampolines to balance on top of witch's house. Go down chimney. Jump over cauldron and the skull will drop in. Now go to pink object and put it in cauldron. Do the same with grey object from pyramid and then the witch will die. You can then go to the hole to get the crystal.

Crystal three. This is down the well in the lab. First get ice crystal from the cellar. Go to East Tower where water is. This will have frozen and you can get key. Get into Well Wheel and throw the switch. Fetch cannonball from the mountains and gunpowder from the screen above the Arena. Go down the well to the second screen and go right. Walk into cannon and it will fire the ball through the wall. Go and get the crystal.

Crystal four. Find it in the control tower. First go to screen to the right of tower and throw switch. Go to top of East Tower and jump off left side and fall diagonally onto the top of the Castle. Get killed by mark.

Again fall diagonally and you will land on the wall. Go to the left and throw the switch. Move to screen left of Central Tower. Get in the list and when

it reaches the highest point jump to the right. You will land higher up the Central Tower. Go through door and take crystal.

Crystal five. Get the Egyptian Head from bottom of the well and take it to the Pyramid. To get into the Pyramid move up until you're level with top snake. Walk into Pyramid. Find route through the Pyramid to the entrance. Then go down and drop the head. This will stop the mummies chasing you.

Go back and get other head from above the Prison by using the trampoline. Put this head in the other mummy screen two screens below the first one. Go to Temple. To get past Wall Guardian get the chicken from the Freezer. Drop into the kitchen lire to cook until it's red. Take it across the Ocean to the Temple. The chicken will disappear. Keep moving right past the Stor Polni to the other side of the island to the screen where a multi-coloured ball stops you. Take the green statue back to the Pyramid and go to the bottom of the tomb. Stand on the middle of the tomb and the last crystal will appear.

Bob Miller from Nith Yorkshire has sent in a few hints and tips for the game is to collect all the objects in the maze. Two things will hamper your progress — the force field and fuel although there are a number of fuel cans scattered around.

In the maze you will find some silicon chips which, when taken back to the central processor, will disable the force field. The number of force fields goes from 0 — 30 and one numerically placed in the top left hand corner of the maze. The chips are random.

There are also ten teleport chambers and ten keys. Each will take you from any chamber to a specific chamber. If a teleport key is used, always carry another. Incase you are transported to an enclosed area.

The key to the maze goes like this — Fuel = F, Object = O, Silicon Chip = I, Force Field = 27, Refuel at Base Unit = X, Return to Base Unit = +, Teleport = L, Key = K. Each key has a certain name and these can be found by pressing F7 key. One other problem you may come across is the speed at which the fuel runs out, so here is a quick Poke to be used only if you have a reset button.

## HELP!

Who can help Richard Mills of Kent who bought *Marty on the Run* nearly two months ago and has been stuck in the sewers for the last month?

Nick Rush has rushed (sorry about that, Nick, but Oris couldn't resist the pun — Melissa) these latest hints over to the office for the Spectrum game *Gyroscope*.

The first two levels are fairly easy but when you reach screen 1, level 3, things might start getting a little difficult. You will encounter a narrow ledge with two magnets on it. You must travel quickly through these magnets, but be sure to slow down after them otherwise you will travel too fast across the slope and will skid across the glass and over the edge.

If you get this far on your first gyroscope, you can normally zoom straight onto the square. If not, wait for the second alien to go into the furthest right corner and then move quickly. You will now be on the fourth level. Not too many difficulties here. The first screen of level 1 is the same as the cover of the box. Travel slowly and think before you move!

## ONE FOR THE TEXAS!!!

Yes Texas lovers your computer has finally made it onto these pages. Pick yourselves up off the floor and read on to find out some tips on *Prairie* sent in by Roger Morsden of Leicestershire.

After you have inserted the cartridge and got the title screen press any key to begin play. At the bottom of the screen the 'Press line to Begin' message comes up. Do not press instead go to the top of the screen as far as possible by pressing the E key then get your ship moving as slowly as possible backwards. Let go of the S key and you should still keep on going. Normally your ship would come to a halt but if you hold down the E key after releasing the S key your ship should ignore the barrier and will keep on going.

When you release the E key, your ship will stop and, by quickly pressing S and/or D, you can put yourself in such a position that half your ship is on the left hand side and the fuel coming out the back is on the right. Press line to begin. The advantages of doing this

are apparent when you are on the asteroid belt or when fighting sweepers or LTFs, you can use the fuel coming out of the back as a marker to line up your shots.

When fighting the killer satellites keep moving and firing all the time because the missiles they fire do not disintegrate before reaching you.

## THREE WEEKS IN PARADISE

Has Mikrogen's *Three Weeks in Paradise* turned into *Paradise Lost* for you? Don't despair Michael Siekes, of Wokefield, offers the following assistance.

Get the bill from the screen with the frog and lily pad from the trading post. Go to the side geyser and jump at the vine on the right. Quickly run under the water. Go onto the sand and press Enter when next to the crab. You can now collect the crab's pincer. Take this to the right of the screen where Herbert is kept and press Enter. You can now get past the two lions.

Now get the two sticks the crocodile screen and take them to the red thing in the temple where all the swords are on the wall. Press enter and the lire will start. Get the bellows and press Enter. You can now get the hot ashes. Keep the bellows and go to the witch doctor. Press Enter and the storm cloud will produce lightning. Use the bellows to blow the cloud to the hut which will burn down allowing you to collect the seashell.

Take the shell to the well go down and press Enter under the drop to fill it up. Move to the right and press Enter to climb back out of the well. Go to the place where Herbert is held and press Enter by the lire and you'll have Herbert.





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## C+VG COMPETITION



Art for art's sake — that's always been C+VG's motto. And here's something to whet your palate — or perhaps in this case, palette — if you've ever had designs on being the owner of a Spectrum 128K computer.

Well they're the fantastic top competition prize C+VG's offering thanks to our friends at Raintree Software, the people behind the OCP Art Studio, which is probably one of the best graphics packages available for the Spectrum.

How can you win the 128K? Just read on.

What we want you to do is design, paint or draw a loading screen for your favorite game. And if you have a graphics package for your computer, why not use that to create the screen.

Send your entries — either in the form of artwork or on tape — to Raintree Art Studio Competition, Computer + Video Games, 30-32 Farringdon Lane, London, EC1 3AU. The closing date for entries is March 16th and the judge's decision is final.

The two runners-up will each get the OCP Art Studio package.

The Art Studio caters for the complete novice to the professional designer. Not only is it extraordinarily comprehensive in its facilities but the package is very easy and — above all — fun to use.

Once you've created your image — using either keyboard, joystick or mouse — you can make it smaller, larger, colour it, add different textures, patterns or shades.

Triangles, squares, rectangles and circles are dead easy. And, of course, if you don't like what you get, there's the "undo" facility and you can start again.

Right, get to the drawing board if you want to be in with a chance of becoming a proud owner of a Spectrum 128K.



### C+VG ART STUDIO COMPETITION

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U.R.I.

# HOW TO SURVIVE!



So you want to know about Uridium do you? In that case you couldn't have come to a better magazine. As you can see we've provided you with an exclusive player's guide to the game, created by our IDEAS CENTRAL experts, plus hints and tips from the programming genius himself, ANDREW BRAYBROOK. What more could you ask for?

A Manta Fighter with armour like Big Red's and firepower which packs a punch like Jackson T. Kalliber, that's what!

The solar system is under attack! Enemy Super-Dreadnoughts have been placed in orbit around 16 planets in this galactic sector. They are draining mineral resources from the planetary cores for use in their interstellar power units. Each Super-Dreadnought is seeking out a different metal for its metal convertor

It's your task to destroy the Dreadnoughts. First you must attack the defensive screen of enemy fighters, then neutralise the surface defences before you land on the Super-Dreadnought's master runway

Once on board you must pull as many fuel rods as possible from the metal convertors before you take off for a final strafing run as the Dreadnought vapourises

You are piloting a Manta class Space Fighter which is transported to each Dreadnought in turn. Your fighter

reverses out of an interplanetary transporter and begins a low-level strafing run. You must avoid the meteor shields and communications aerials on the superstructure of the Dreadnought.

Fighter defences appear in waves. A bonus is awarded after landing if all ships in a wave are destroyed. You must attack surface features to score bonus points

Beware of the homing mines which materialise over flashing generator ports — and hunt you down

When the "Land Now" message

appears at the top of the screen, move as soon as possible to the right hand end of the Dreadnought and fly flat over the end of the master runway from left to right.

You will automatically land and pass into the fuel rod



U.R.I.

# URIDIUM



fighter —

and to work  
out the layout of

the Dreadnought decks.

Our flightpath maps will help you — but only on the first few of Dreadnoughts. And they don't take into account the antics of the deadly defence ships which come after you with varying degrees of nastiness.

The waves of defending ships are pre-set. So once you've watched them come at you once you'll get a good idea of their hostility and firepower factors. One crucial point to remember is to NEVER try and fight them from the front. O.K., the odd lucky shot will wipe out an advancing craft — but stealth is the watchword for a big score, so try and blast them from behind.

That about covers the basics of the game. But what you have to remember is that Uridium is fast. VERY fast. Don't go rushing into the attack. Take time to master the considerable speed and manoeuvrability of your Manta vapouriser.

Perils exist if you choose this technique because you tend to get carried away by the chase and end up crashing into one of the many hazards on the Dreadnought.

In later stages of

the game some types of  
defender ship will chase after  
YOU. These appear around  
about the third or fourth  
Dreadnought. Use the excellent  
acceleration of your Manta to get  
you out of trouble — remem-

bering those hazards on deck!

Then there are the mines. These appear from the flashing generator ports. Listen out for a whooshing sound followed by a tell-tale bleeping. This informs you that a mine has been launched and is on your tail. If you are around a generator port when a mine appears try not to be on a diagonal line with it. Mines are deadly on diagonals! They only have a limited life span — so you can dodge them if you manoeuvre around slowly. Don't panic, you'll survive them.

Remember there can only be six moving objects on the screen at one time — so if there's a wave of five ships coming at you there won't be a mine coming to surprise you from behind.

The six objects rule will help you to beat the system. It also affects the firepower of the ships. Say if you've knocked out two or

of five, there  
will be a greater  
chance of the remaining  
three ships shooting at you. So  
DON'T hang around in front of  
them.

Watch out for the LAND  
NOW! message which flashes at  
the top of the screen. Once that  
appears you can race for the end  
of the ship, land and get into the  
sub-game.

Like Paradroid, Andy wanted  
to put something in which gave  
the player a rest from all the  
frantic action. This sub-game is  
simpler than Paradroid's — but  
you'll need pretty quick reactions  
even so.

What you see is a "pyramid"  
of twin indicator lights which flash  
on and off with a bonus score or  
the word "quit". You have to press  
the fire button when the indicator  
with the bonus score inside is lit.  
This adds to your score. But you  
must hit a "quit" before the  
countdown running at the top of  
the screen reaches zero.

Timing is all important in this  
part of the game. You have to get  
into the rhythm of the lights. Try  
imaging that the light is moving  
from left to right across the screen  
and that there's a "false" indicator  
in the centre. Then you'll soon get  
into the groove.

Advanced players might like to  
hang around the Dreadnought's  
master runway for a while to  
boost their score. The Dread-  
nought defences throw more and

*Continued on page 44*

# URIDIUM

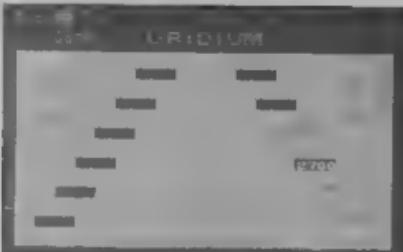
# URIDIUM

more evil things at you the longer you stay airborne after the LAND NOW! message appears. This is a dangerous tactic — but worthwhile for extra points.

Once you've permed the destruct sequence it's back to the action. Your Manta blasts off the runway on AUTOMATIC — but you must take control again to loop back over the Dreadnought as it dissolves into space, blasting anything you left behind on the first run.

Andy says there are ships and installations on later levels that you WON'T be able to get until you're on the way back.

Your Manta fighter is



extremely manoeuvrable. It can perform neat 180 degree spins with ease. But you must remember to leave enough room

behind your ship when you do a 180 flip — as the craft does move backwards a little. There are times when you'll need to get out of

tight spots this way. Practice makes perfect!

You can also get your Manta flying on its side — but you must be flying fast enough. Too slow and your ship won't budge! You'll need to fly on your side to get between the odd hazard Andy has built into the Dreadnoughts. And remember the ship has built in interia — so it won't stop dead or turn immediately.

• Uridium is available now for the C64 and costs £3.95 on tape and £12.95 on disk.

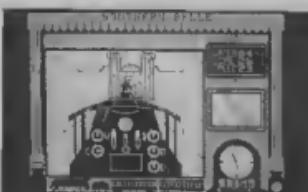
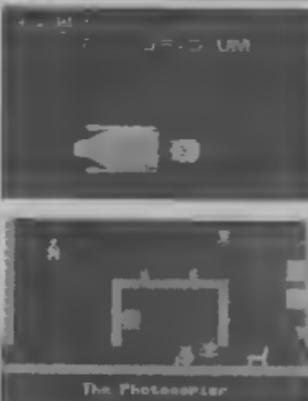
## COMPETITION

You've marvelled at the maps, gasped at the playing tips — now try to win the game. Of games to be exact. Hewsons will present a complete range of their Spectrum, Commodore and Amstrad software to the three winners of C+VG's great Uridium competition. And 25 runners-up will also get some fantastic Hewson software for their computer.

What do you have to do? Design a Super Dreadnought, that's what. Andy's game shows just the top bit of these megaspaceships. But what does the rest of the ship look like? That's what we want you to tell us.

You can draw or paint the spaceship of your dreams — and, if you're a winner, see it printed in a future issue of C+VG. You can send us a blueprint of your Dreadnought, or an artist's impression of the battleship that has sent shivers down the spines of a million alien space-warriors.

Once you've completed your Dreadnought send it to Computer and Video Games, Dreadnought Competition, Priory Court, 30-32 Farnham Lane, London EC1R 3AU. Remember to attach the competition coupon securely to your entry. Closing date for the competition is March 16th.



### THE PRIZES

The prizes have been divided up by machine. The Spectrum first prize winner will get the complete range of Hewson games for their machine. These are Avalon, Dragontore, Technician Ted, Southern Belle and Astro-Clone. The C64 winner will get Paradroid, Lunattack, Heathrow International, Gribby's Day Out and Uridium. The Amstrad winner will receive Southern Belle, Dragontore, Technician Ted, Heathrow International and Fantasia Diamond. We'll throw in a Big Red t-shirt for each winner, too! The 25 runners-up will be able to choose between Spectrum Astro-Clone, C64 Uridium and Amstrad Technician Ted as prizes.

#### C+VG/HEWSON

URIDIUM

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COMPETITION

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CBM64

**Esmeralda** is in trouble but don't worry,  
**Quasimodo** is ready and willing ta come ta  
her rescue.

**Use the Z, C and SHIFT keys to guide Hunchy through the game's 25 screens. Guards, rocks, arrows and acid drops will kill**

**Hunch** If he touches them.  
You start each game with seven lives.  
Complete four screens in a row without  
losing a life and a super bonus is awarded!

Paul Hammond

卷之三

1004 LAT&GT 2009, 38(1), 173



# WITCH'S BREW

## ● SPECTRUM

Hubble, bubble, toll and trouble...there's a load of fun brewing for you with this program.

Controlling the witch you must make four spells by collecting various objects — spiders, bats and mushrooms.

When all the objects have been found for one spell a cauldron appears. Place the ingredients in the cauldron and you will be told how successful the spell has been. Then it's time to start again.

Score highly enough and you could be admitted to the Witches' Coven High Score Table.

But remember to keep your three broomsticks intact.

The control keys are 1-UP, Q-DOWN and G (Zero) — FIRE.

• Mark Tuck

```

B>REM ? 1985 by M R Tuck
1 GO TO 8000
2 PAPER @; INK 7; FOR q=16 TO f-1: PRINT AT x,g;" "; NEXT q; LET mmm=.9
3 IF m<0 THEN LET m=0
4 PRINT AT 28,7,m;" "; RETURN
5 LET b=b+1; BEEP .1,.0; RETURN
6 LET t=t+1; BEEP .1,.1; RETURN
7 LET s=s+1; BEEP .1,.2; RETURN
8 LET p=p+1; BEEP .1,.3; RETURN
9 LET r=r+1; BEEP .1,.4; RETURN
47 GO TO 4000
48 LET mm=mm LET mm=mm+1+RNDE=3; IF m>24 THEN LET m=24
50 FOR f=mm TO m: PRINT AT 26,f+7; INK 5;?"; BEEP .1,.1; m: NEXT f; RETURN
50 FLASH @; PRINT AT 5,15;@+((bn-b1) AND bn>b); AT 5,28,@+((tn-t) AND tn>t1); AT 5
25 @+((nn-s) AND nn>s1); AT 5,30;@+((pn-p) AND pn>p1) FOR f=0 TO 600; NEXT f
51 FLASH @; PRINT AT 5,15;" ";AT 5,28;" ";AT 5,30;" "; RETURN
84 GO TO 4000
105 LET cr=1; RETURN
110 LET h=15-INT (RNDE=4); FOR q=15 TO h STEP -1: PRINT AT q,31; INK 6; PAPER 3
;bw(i+1+INT (RNDE=2)); NEXT q
115 IF b>=bn AND s>=sn AND t>=tn AND p>=pn AND RND>.9 THEN GO TO 1000
120 LET i=3-INT (RNDE=1)
125 IF i>8 THEN GO TO 140
130 LET b=b+INT (RNDE=(h-7)); IF (i=7 OR i>8) THEN GO TO 300
135 PRINT AT hi,31; INK i;i+((i-2); GO TO 150
138 PRINT AT hi,31; INK i;i+((i-2); GO TO 150
140 IF hi>IS THEN PRINT AT h,31; INK 0; PAPER 3; i+INT (RNDE=3); GO TO 150
145 PRINT AT 15,31; PAPER 0; "
150 LET a=USR 32400
200 LET x=i+1; LET x=x+((INKEY$="d")+.3 AND m=0)-(INKEY$="l") AND x>9 AND m>0)
210 IF ATTR (x,15)<>7 THEN GO SUB ATTR (x,15)*1.5
211 IF ATTR (x,14)<>7 THEN GO SUB ATTR (x,14)*1.5
212 IF ATTR (x,-1,15)<>7 THEN GO SUB ATTR (-1,15)*1.5
220 PRINT AT xi,13; INK 7;" ";AT xi-I,14;" ";AT xi,I;"?";AT -i,I5;"?"; LET m=-1
m-.1s GO SUB 3; IF cr THEN GO TO 2000
225 IF INKEY$="0" AND m>0 THEN GO TO 500
230 GO TO 110
300 LET ra=INT (RNDE=8); IF ra<2 THEN PRINT AT hi,31; INVERSE i; INK 0; PAPER 4
;""; GO TO 150
310 IF ra>3 THEN PRINT AT hi,31; INVERSE i; INK 0; PAPER 5;"a"; GO TO 150
320 IF ra<6 AND hi>15 THEN PRINT AT hi,31; INK 0; PAPER 7;"?";AT hi+1,31;"?"; GO TO 150
330 PRINT AT hi,31; INK 0; PAPER 7;"?"; GO TO 150
500 FOR f=16 TO 20
510 IF ATTR (x,f)=56 THEN LET cg=cg+1
515 IF ATTR (x,f)<>7 THEN GO TO 540
520 INK 23-f; PLOT f+B-1,(22-x)*B-3; DRAW 8,B; BEEP .005,f-10
525 NEXT f; GO SUB 2
530 GO TO 110
540 GO SUB 2; FOR g=7 TO 3 STEP -1: PRINT AT x,f; INK g;"?"; BEEP .01,g+10; BEE
P .01,g; NEXT g; PRINT AT x,f;"?"; FOR g=0 TO 50; NEXT g; PRINT AT x,f; INK 7;""
545 IF ATTR (-1,f)=56 THEN PRINT AT -1,f;" "; GO TO 110
550 IF ATTR (+1,f)=56 THEN PRINT AT +1,f;" "
555 GO TO 110
1000 PRINT AT h,31; INK 0; PAPER 6;"?";AT h+1,31; INK 6; PAPER 0; BRIGHT I;"_";
BRIGHT 0; GO TO 150

```

```

2000 LET pc=100-(b-bn)-(t-tn)-(p-pn)-(s-sn); LET tpc=tpc+INT (pc/5)
2005 PRINT E0; AT 1,2;"The spell was ";(pc/5)" successful"; GO SUB 5000; IF sp=4 TH
2010 DO TO 6500
3000 BORDER 2; CLS : IF f=40 THEN LET cg=40
3005 LET tpc=tpc+(bs+7)+INT (cg+.3)
3010 FOR f=1 TO 3; IF tpc>(f) THEN GO TO 3025
3015 NEXT f
3020 PRINT AT 4,1;"Your overall witch rating is...";AT 6,14; FLASH 1;tpc%;"%; FL
ASH 0; GO TO 3025
3025 PRINT AT 4,0;" Well done! You are sufficient enough to join the witches C
oven"
3030 INPUT "ENTER name (max 7 letters)...",t#
3035 IF LEN t#>7 THEN DO TO 3030
3040 IF tpch(2)=1 THEN LET h(3)=h(2); LET h(2)=h(1)
3045 IF h(1)=1 THEN LET h(2)=h(1); LET h(2)=h(1)
3050 LET h(4)=tpc; LET h(4)=t#
3055 PRINT AT 11,1;"THE WITCHES COVEN:"; FOR f=1 TO 3; PRINT AT 11+2*f,9;h(f);A
T 11+2*f,19;h(f);%"%; NEXT f
3060 PRINT E0; AT 0,3;"PRESS ANY KEY TO FLY AGAIN"; PAUSE 0; GO TO 6100
4000 FOR f=1 TO 17; PRINT AT f-14; PAPER 4-14 AND f%?;" ";AT f-1,13; PAPER 0
+3 AND f%15;" ";AT f,13;"?"; BEEP .3,.12-f; NEXT f
4005 LET bmbbs=1; LET spwsp=1; LET e=24
4010 FOR f=1 TO 200; NEXT f; IF bs<1 THEN GO TO 3000
4015 DO TO 6500
5000 RESTORE 5010; FOR f=0 TO 27; READ nt; BEEP .2*(.2 AND nt>20),nt-20-(20 AND
nt>20); NEXT f; RETURN
5010 DATA 10,12,10,7,8,10,8,5,7,5,3,5,27,27,10,12,10,7,8,10,8,5,7,8,5,7,23,23
6000 INK 7; PAPER 0; BORDER 0; CLS
6015 PRINT AT 0,10;"WITCH'S BREW"; "To join our coven, do your best!" "To cast a
spell this is your" " test" " Beware of ghost and crucifix" "For you have only
3 broomsticks"
6020 PRINT AT 9,6;"Green toadstool, juice of pumpkin" "Legs of spider and bats w
ing" "Crystal ball, show what's" " required" "Pressing E will make you fire" "To
guide your broom use 1 and q" "Land on a cauldron to take the brew"
6025 GO SUB 5000; PRINT AT 21,5;"PRESS ANY KEY TO BEGIN"; PAUSE 0
6030 LET t#=?"?"; LET f#=?"?"; LET bs#=?; LET cg#=?; LET sp#=??
6035 DIM h(3,7); LET h(1)=?; LET h(2)=?; LET h(3)="WANDA"
6040 DIM h(4); LET f#=0 TO 2; LET h(f+1)=(f)*20+INT (RND*20); NEXT f
6100 LET bs=3; LET sp=0; LET f#=24; LET tpc=0; LET cg=0
6200 BORDER 4; PAPER 0; INK 7; CLS + LET x=10; LET b=0; LET s=0; LET p=0; LET t=
0; LET pc=0; LET cr=0
6210 LET spwsp=1
6220 GO SUB 6550; LET bn=z; GO SUB 6550; LET sn=z; GO SUB 6550; LET tn=z; GO SUB
6550; LET pn=z
6230 DO TO 7000
6250 LET z=0+INT (RND*(5*sp)); RETURN
7000 FOR f=0 TO 7; PRINT AT f,0; PAPER 4;" "; NEX
T +
7010 FOR g=16 TO 21; PRINT AT g,0; PAPER 4-(1 AND g<18);"
"; NEXT g
7020 INK 4; PRINT AT 0,0;"?"; AT 0,27;"?"; FOR f=4 TO 19 STEP 15; PRI
NT AT f,0;"?"; AT 27;"?"; NEXT f
7025 INK 0; PAPER 4; PRINT AT 2,0;"?????????"; AT 1,27;"?????"; AT 2,27;"?????"; AT
28,7;"?????????????????????????????"; FOR f#=6 TO 21 STEP 15; PRINT AT f,0;"??????
?????????????????????????"; NEXT f
7040 INK 6; PAPER 0; PRINT AT 1,0;" SPELL ";sp#;" ";AT 1,11;" WITCH'S BREW ";AT 1
,20;#( TD bs);AT 5,0;" INGREDIENTS "; INK 3;"?"; INK 4;"?"; INK 5;"?";
INK 6;"?"; AT 20,0;" MAGIC "
7050 FOR f=0 TO 24; PRINT AT 20,f+7; INK 5;"?"; NEXT f; FOR f=0 TO 24-m; PRINT AT
20,31-f;"?"; NEXT f
7070 INK 7; PAPER 0; CIRCLE 100,100,7; BG TD 110
8000 RESTORE 8010; FOR n=1 TO 51; READ at; POKE 32399+n,at; NEXT n
8010 DATA 6,,64,33,7,72,17,32,6,62,8,119,25,16,252,33,0,B9,6,8,17,32,8,62,7,119,
2,5,16,-4,1,8
8020 DATA B,17,0,72,33,1,72,237,176,1,8,1,17,0,B9,33,1,B9,237,176,201
9000 FOR f=USR "a" TO USR "o"+?; READ at; POKE f,at; NEXT f; GO TO 6000
9010 DATA 16,,16,,56,,254,,56,,118,,249,,20,,112,,268,,232,,231,,120,,248,,192,,0,,8,,24,,14,,31
,,14,,24,,1
9020 DATA 255,,254,,252,,248,,246,,224,,192,,128,,255,,127,,63,,31,,15,,7,,3,,1,,231,,231,,129,,129
,,231,,231,,231,,231
9030 DATA 38,,31,,60,,252,,240,,240,,192,,64,,8,,66,,165,,24,,126,,153,,36,,66,,68,,126,,219,,219,,2
55,,195,,162,,60,,60,,129,,255,,255,,195,,98,,24,,24
9040 DATA 255,,247,,231,,195,,36,,36,,129,,129,,195,,195,,227,,243,,249,,253,,255,,96,,102,,6
,,176,,30,,0,,203,,195,,0,,32,,2,,8,,16,,8,,2,,64
9050 DATA 195,,129,,32,,64,,64,,32,,129,,195,,1,,2,,4,,0,,48,,240,,95,,32

```

# WITCH'S BREW

# HIDE AND SEEK

• ATARI

Squares, polrs and points — that sums up  
*Hide and Seek.*

The object of the game is to find as many as you can.

Movement of the "?" is controlled by the joystick and pressing the trigger button reveals your selected square.

In the one player mode you must find as many hidden pairs in the minimum of moves. The maximum number allowed is 30.

In the two player options the idea is to find more pairs than your opponent. The amount of points awarded for each pair found varies. For example, two tops or spanners are worth one point, kettles or face two points, ladders or forks three points.

• Collin Hill



# HIDE AND SEEK

# HIDE AND SEEK





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---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	-----

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Scene One: The dingy basement hideout of the notorious C+VG gang. Two shabby figures, their faces illuminated by the unhealthy glow of a naked incandescent light bulb, whisper furtively with each other.

Lights. Camera. Action!

"Okay, Fingers, where's the loot!"

"What loot, boss?"

The competition prize, you great idiot. The copies of Imagine's Movie game — 25 for the Spectrum and 25 for the Amstrad."

"Eh, yes. Don't worry, boss, I got 'em slashed away safe and sound. When do we unload the gear?"

"That depends on the readers, Fingers. They've got to move real quick to get in on our great competition caper."

"What have they got to do, Boss?"

"Dat's easy, Fingers. All they've gotta do is answer our questions on famous detectives and detective movies. Read these questions out, Fingers!"

"Okay, Boss, here goes.

"Question one: Who created the famous crime-busting duo of Sherlock Holmes and Doctor Watson?"

Answer:

"Question two: Harrison Ford played a futuristic detective in the film Bladerunner. What was the character's name?"

Answer:

"Question three: Which actor starred in these three films — Casablanca, The Maltese Falcon and The Big Sleep?"

Answer:

"Question four: Agatha Christie created two of the most famous detectives ever. Name them."

Answer:

"Well done, Fingers. I didn't know you could read."

"I can't, Boss."

Send your entries, with the printed coupon, to Movie Competition, Computer + Video Games, Priory Court, 30-32 Farrington Lane, London, EC1R 3AU. The closing date is March 16th and the editor's decision is final.

C+VG/MOVIE Competition

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. . . why would  
anyone play  
anything else?

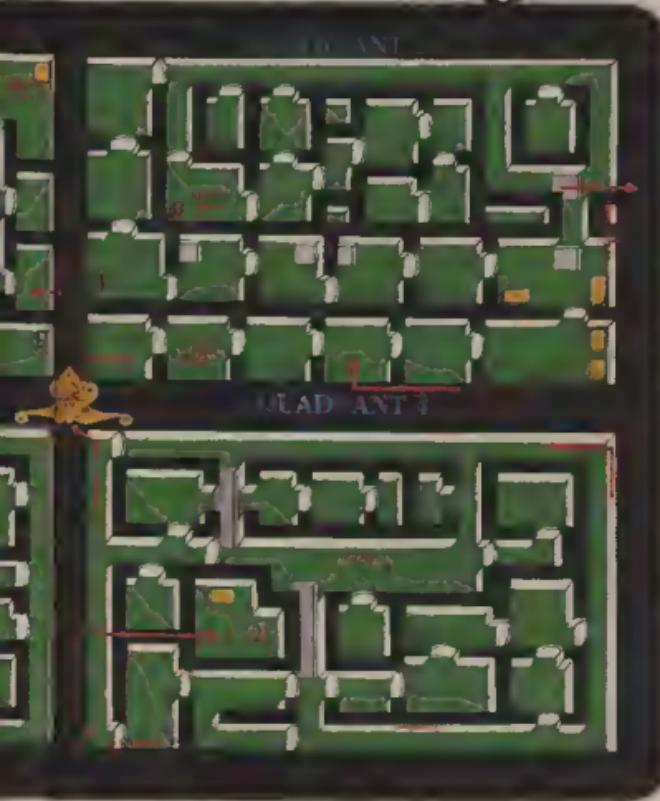
## SWORDS

**S**words and Sorcery is the ultimate computer simulation of the classic Dungeons and Dragons role playing game. It was our Game of the Month in January and is bound to become one of the most popular games of all time. There are more SAS modules to come from the programmer MIKE SIMPSON but here we bring you a look at the map of the first level - plus hints and tips from the man who wrote the game. You demanded it - C+VG is proud to present it!



Level

# S & SORCERY



The Hints and Tips for  
the Swords and Sorcery  
Map begin on page 77.

level 1

In the beginning  
was Quasimodo...  
then came his  
“Revenge”.. now  
you can take a swing  
into...

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# SWORD & SORCERY

## HINTS & TIPS

**A**s with all role playing games, whilst there may be specific tasks to complete, the true aim of the player is to create a super character.

In level one of the game it is easier and quicker to practice magic and build up a high degree of skill, but this makes your character very vulnerable in close combat situations.

There has been a lot of disagreement over what type of character is best for S+S. It is generally agreed that it is easier to finish with a Magic User, harder with a fighter and harder still with an unarmed combat specialist. But this last style of character is the most powerful.

One of the most important things you must do is to finish level one of S+S so as to conserve your food supply. Buy as much food as possible in the beginning as the other useful items (eg. armour/weapons) are relatively easy to find throughout the game, whilst food is scarce in quadrants two, three and four.

### MOVING

• Keep your thievish skill high and you will detect pits. To do this, avoid smashing chests and try to pick the locks. Smashing them open will increase your strength however.

• Minefield: You can tell where they are because they go "BANG" when you stand on them. They will reduce your magic and strength statistics. You can't jump over minefields but can minimise the damage they cause by running through them.

• Min Control: Always set up your actions before opening a door. If you want to start talking to monsters, select FRIENDLY GREETING and be ready on the select button whilst you walk through the doorway.

### MAGIC

• The Magic Staff boosts your magical powers and gives you extra spells. It only works if your magic strength is greater than your fighting strength and you are holding the staff. Just handling it can be fatal if you are predominantly a fighting character. Using the Magic Staff will kill any monster in front of

you but will permanently cripple you in terms of magic power. Subsequent USES will kill you - and worse!

• The Pendant of Protection: Wearing this will protect you from paralysis spells.

• The Magic Sword: Gives a general bonus in combat, but more especially allows you to kill the Mage User who is immune to normal weapons - the monster in the Old Time Magic Hall.

• The Ring of Jumping: This is essential to get through quadrants three. Two rings are even better than one. You have increased jumping skills whilst wearing the ring.

### WHERE TO GO AND WHAT TO DO WHEN YOU GET THERE

1 There are four parts of the lost armen of Zob to be collected in level one. Stations (foot, armour) and two Greece (leg, armour).

2 You need three keys to open the exit.

3 Take the cups in the Banquet Hall and get a magical reward.

4 Get the first part of Zob's armour from the Magic Hall. But note that the monster is very difficult - immune to fireballs and weapons damage.

5 If you are carrying quite a treasure parts, the monsters are more hostile. Get the monsters to hit you first as much. Every time you start a battle, your villainy status is increased. Every time a monster starts on it is decreased. Villainy adds to the monster's hostility. If you started the last battle, the monsters get angrier.

6 If you get into conversation, monsters become more courageous. If you are blinded, their courage and hostility both increase sharply.

7 If you are wounded, they become more courageous but may be less hostile. Similarly, but less so, if you are paralysed.

8 If you are wounded, they become more courageous but may be less hostile.

10 By using the book in room eight.

### MELEE

• On hitting a monster "EFFECT RESISTED" appears, then it is immune to blows from the weapon you are using. Try something else.

• For every three monsters you kill, one point will be added to your Fighting or magic skill level depending on which menu you used prior to the monster's death.

• If you want to improve your fighting skill, don't eat through MELEE. Practice your attack occasionally.

• A few points of unarmed combat skill gets you the defence dodge.

• Some examples of attack w. defence results:

DODGE - stops LUNGE  
SHIELD - sometimes stops HACK, LUNGE

STAND - is not a good defence  
ATTACK - does not stop an attack,  
but damage done to the defender is also taken by the attacker.

HACK - stays outright a RETREATING fee.

PUNCH - is good against most  
defences but does less  
damage until your  
unarmed combat skill is  
very good in which case  
the MAIM result will  
begin to appear.

Other attacks and defences it is  
possible to get are hit lock, thrust,  
parry, grapple, block.

The monsters choose their attack and  
defence well. Learn from them. You  
can change yours after they have  
chosen.

### CONVERSATION

• Always greet a monster if you want  
to talk.

• Monsters which grunt can be bribed  
with food.

• Bribe a monster or COMMAND it  
to surrender before trying to get it to  
give information.

• Use the monsters' EVALUATE  
THIS response to help identify magical  
items.

• If you never BRIBE monsters, they  
will never have anything to give.

• To get a monster to surrender, you  
must cut down its courage. Throats and  
boasts are good for this. However, if  
you make it too angry it will attack, so  
it must be pacified from time to time.

### START UP SEQUENCE

The effect of practicing with each of  
the masters is as follows:

YAMA: Give you 99 lives. This is  
essential. Only the first day of practice  
does anything.

SOG: Improves your sword fighting  
skills.

SCRAG: Improves your spear fighting  
ability.

GROL: Improves your staff fighting  
abilities.

IVA VESTON: Improves your strength,  
damage and carrying capacity.

VILLA: Improves your thief skills  
stealing, picking locks etc.

JACK: Improves your jumping ability  
GRISVES: Decreases your villainy  
villainy statistic. This improves  
monster reactions towards you. Only  
works once.

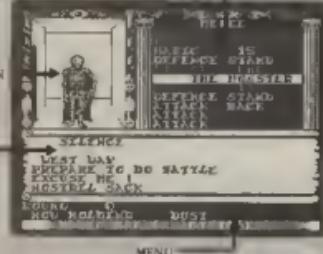
ISCATH: Improves your unarmed  
combat abilities.

VERNA: Adds one to your mind hit  
points.

STATUS

VIEWSCREEN

REPORTS



MENU

# C+VG SURVEY

Every month *Computer + Video Games* tries to bring you the most comprehensive, informative and fun-packed look at the world of computer games. Most of the time we're pretty pleased with the way things turn out. But we're not that big-headed to think everything is perfect.

That's why we're asking you to tell us what you think of C+VG. Go on, tell the truth, we're tough enough to take it.

What we want you to do is answer the following questions and send them to *Computer + Video Games*, 30-32 Farringdon Lane, London EC1R 3AU.

The survey is divided up into sections based on the regular features in the magazine. Most will involve straightforward Yes/No answers with space for a brief comment. But there is also the chance for you to give your opinions on the magazine in general.

So help us to help you by taking part in our survey.

## REVIEWS

What do you think of the reviews?  
Comment \_\_\_\_\_

## NEWS/HOT GOSSE

What do you think of the news and Hot Gossip?  
Comment \_\_\_\_\_

## BUGHUNTERS CARTOON

Do you enjoy the comic strip? YES/NO  
Comment \_\_\_\_\_

## DEAR BUGHUNTERS

Is the Dear Bughunters column and telephone service useful?  
YES/NO  
Comment \_\_\_\_\_

## IDEAS CENTRAL

Are the hints, tips and advice useful?  
Comments \_\_\_\_\_

## LISTINGS

Are the program listings interesting to you? YES/NO  
Comments \_\_\_\_\_

## ARCADE ACTION

Do you like Arcade Action? YES/NO  
Should it be longer? YES/NO  
Comment \_\_\_\_\_

## ADVENTURE

What do you think of the Adventure pages?  
Comment \_\_\_\_\_

## TOP 30 SOFTWARE CHARTS

Are the charts of any interest? YES/NO  
Comment \_\_\_\_\_

## MAILBAG/PEN PALS

Should more letters be printed? YES/NO  
Are those that are printed interesting? YES/NO  
Comment \_\_\_\_\_

## HOT SHOTS/HALL OF FAME

Could these two features be improved? YES/NO  
Comment \_\_\_\_\_

## FEATURES

C+VG publishes a variety of different features, letters from America, films, videos etc.  
Do you enjoy these? YES/NO  
Do they have a place in a computer magazine? YES/NO  
What other sort of features would you like to read?  
\_\_\_\_\_  
\_\_\_\_\_

## MAPS

Are these useful? YES/NO  
Comment \_\_\_\_\_

## GENERAL

Do you prefer the new look C+VG to the old one? YES/NO  
Comment \_\_\_\_\_

Is there anything you would like to see in the magazine that isn't in now?  
\_\_\_\_\_  
\_\_\_\_\_

What other computer magazines do you read?  
\_\_\_\_\_  
\_\_\_\_\_

Do you play computer games? What other hobbies or interests do you have?  
\_\_\_\_\_  
\_\_\_\_\_

Name \_\_\_\_\_  
Address \_\_\_\_\_

(+VG SURVEY

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For the first time Atari UK and all the major suppliers of Atari hardware and software are pulling out all the stops to make the first-ever Atari Computer Show the top event of the year.

Everyone who's anyone in the Atari world will be there. Already many third-party suppliers are planning to use the show as a launching pad for products still on the drawing board.

If you're a long-standing Atari user the show will bring you right up to date on all the exciting developments now taking place in the ever-expanding Atari world.

And if you're one of the many thousands of newcomers to Atari computing it will open your eyes to the vast selection of Atari hardware and software that is now available for the whole Atari range.

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CVG 3

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# C+VG ADVENTURE

## NEWS

### DAN DARE

A few months ago I descended from the lofty heights of the Penthouse, to the arcade messenger where the cap 'em games are tested, and everyone walks round with a twit, and my eyes were caught by a front cover. Not as ordinary front cover, but an original drawing, much larger than the printed version that ends up in C+VG.

"Dan Dare!" I gasped, and suddenly memories of yesterday ran back. "But why didn't Frank Hampson draw it? I asked the Ed, and he was recognising that it was not the work of Dan's creator, the best comic strip artist of all time.

It was then that I learned of Frank's death last July. I was saddened, for when I was a kid, Frank Hampson was my hero.

I was never good at getting up in the morning, but Fridays were different. I couldn't wait for the paper boy to call. I'd race up the road before breakfast to get the latest issue of Eagle, to read the greatest adventure strip ever — *Dan Dare, Pilot of the Future*.

Father Christmas obviously has a long memory, for what should turn up in my stocking, but a quality paperback entry in *The Man Who Drew Tomorrow*. In it was the full story of Frank Hampson, and the work that went into *Dan Dare*, together with beautifully reproduced examples of artwork from the strip.

After reading it, I dug out all my old *Dan Dare* pages (1950 to 1955) and relived the story of the

successes, problems, sickness, and turmoil of the team behind them, as described in the book.

*The Man Who Drew Tomorrow* tells the incredible story of how Frank got together a studio team of eight artists, who worked round the clock to beat the *Eagle* deadlines. Full scale models were built to ensure continuity and consistency in the drawings of buildings and weapons from whatever angle they were drawn, and the artist used to pose for photos, to check against the drawings for lighting effects and the like.

It is also the story of how, after happy days with Hulton Press, big business takeovers finally caused Dan's death at the hands of IPC. The copyright of Frank's own creation has for many years been held by IPC, who allowed others to profit from spin-offs.

Frank himself was only permitted to draw the likeness of Dan in portrait form.

And yet not only did Frank draw and devise the original storylines, he WAS Dan, just as his father was Sir Hubert Guest. They actually used to model in photographs so artists could get an authentic feel for their characters.

In the mid-seventies Frank Hampson was honoured with an All Star Super award as the creator of the *Adventure* strip. If you want to know what the best ever comic that carried it was like, and could have still been, then this book will transport you back to the fifties, when it all happened.

*The Man Who Drew Tomorrow* is by Alexstar Crompton, and published by Who-Dares Publishing, priced £9.95.

## MAIL BAG

Dear Keith,  
I'm afraid I have collected a lot of impossible problems, well, impossible for mere mortals like me, but not for mighty wizards like yourself!

The Hulk has shut his eyes, has was in his ears, is holding his nose, and has ants crawling all over him. What can he do now?

The reporter is Muzuros. Muzuros has look keys but still can't open the wardrobe.

There's this fellow trapped in the treasure room of Castle of Terror, but can't remember noticing a flint anywhere.

Muzuros wrote off to Creative

Sparks for a clue sheet to get him out of the coffin — that didn't help as those clues are worse than yours (woops, sorry).

Talking of Macbeth, I was sure it had died a death until I read in the Dec C+VG of someone who had problems, so someone at least, is obviously still playing it.

KG Taylor,  
Bracebridge.

Keith: Take the exits to the mill, get there to seeinside the door, and see the flint to pick the wardrobe lock, thus releasing Macbeth who only THINKS it's a coffin he's in! Seriously though, there are more clues on page 71.

### TIR NA NOG

In December, reader Dave Parsons wrote with a burning question about the origins of the game *Tir Na Nog*. Was it based on *Poole's Bridge* by Gillian Fitzgerald, he asked? Eddie Cossacoff of Tallaght, Co. Dublin, and Colm Buckley of Balbriggan, Dublin, two of our many Irish readers, replied independently, revealing the link between the game and the poem, and this story gives readers a brief insight into ancient Irish legend.

*Tir Na Nog* is not based on the works of Gillian Fitzgerald, but on ancient Irish legends. Properly written, *Tir Na Nog* and pronounced *Tee'r Na' No'g*, the words are actually Irish for "Tee'r Land of the Young", an island to the west where people are said to be eternally young.

*Cuchulainn* (pronounced *Coo-kul-an*) or *Gaeil* was the mythical hero of the Leinster army, and was supposed to have lived around 100 BC. His exploits feature in the old myth "Tain Bo Cuailnge". The "Súidé" (Irish equivalent of "Dance sheets" from *Deasy Sheet*) are the fairy population of the country-side.

So there's the answer.

### INFOCOM GETS LITERATE

Two Stone Lions quietly stand guard over a massive edifice A building possessing vast

Dear *Facsimile* billy-boy,  
I've never sent you a letter before, but I now feel I must. Why? Well, it's winter, and I would like a C+VG t-shirt to keep me warm (size small). Not only that, I would like to comment on the *Helpline*. The reviews were good, and the Adventure Mailbag was an interesting feature. Now for the bad part!

\* The adventure tips were just a load of old tips which had been published before, and had been revamped for this edition.

\* I assume C+VG is, as the name suggests, a computer mag. Why, then, are we subjected to such horrifying pictures as those

knowledges and the wisdoms of ages? No, it's not some mysterious beanie-hatted in a forshowing people, but the impressive New York Public Library overlooking Fifth Avenue in Manhattan, writes C+VG's *Stealthy spy* Marshal M Rosenthal!

Walking inside, confronted by countless rooms brimming with ancient manuscripts and texts of forgotten lore; a growing sense of awe is born, awe for the printed word. What better place for Indians to introduce its newest, most literate adventure?

Amidst quiet walls of dark wood, *A Hand Forever* Voynich is ushered in. MFV is the first in the new *Intelligence Plus* series from Infocom, featuring an expanded 1700 word parser (indicating its understanding of words and sentences). A price is exacted though, as MFV requires 128K of memory. But in return you get a varied game.

You are PRISM, the first truly self-aware computer of 2031 AD. You have been deceived until now into thinking you were human, when actually all you have known and experienced has just been constructions of your memory bank.

You have been given this "humanity" for a reason. The United States of North America is its birthplace. A plan for starting off a new civilization has been advanced, but will it work?

Through the use of a simulation mode, you will enter a future which has undergone the "plan", and check out how such a system will affect the future.

AMFV is a game of discovery — not just solving riddles and overcoming problems. Part of the fun is in interacting with this new world and finding out more about it.

of the *Helpline* team? Are you about to change to *Creepy & Virulent* monthly? I suggest you all pop down to Tascos and buy some brown paper bags, then the unsuspecting public will be safe from such gruesome graphics!

*Michael Pandry*  
*Green*.

Keith: You didn't study the poems XXII and XXIII enough. Michael! The new tips were headed *CLUES* and appeared on page XXII, whilst the column headed *TIPS* clearly stated that these were a collection of all tips since last March, and they were continued overleaf.

# ADVENTURE

## HELPLINE

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, hushes himself with an intricate and time consuming task.

His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems.

This month the Adventure Helpline brings much needed help, advice and hints to the troubled and tormented adventure games player.

# HELP

### CRINGING CRIES OF HELP!!

Winter is no time to linger on the beach, but Mark Evans of Morecambe is doing just that — in fact he's stuck there! Can anyone lead him inland in the Emerald Isle? "I'm writing to you from Chelmsford," says Dave Walsh of Chelmsford is stuck on a German hillside in Eureas — he wants to answer the resistance but doesn't know how. So he popped into the cafe to think it over, and he's at a complete loss there, too!

Dave Walsh is feeling the heat in *The Inferno*. He's tried digging, but that doesn't seem to help, and he's a bit put out by Virgil, who hasn't shown up in two months, despite promises. Dave's tried reading the paper, but that is in a foreign language he can't understand, so who can offer help on a translation?

The Sandman Consouth is a great game, but all the adventures should have in its collection, reckons Mark Brabham of Letchworth. It's a shame that not many have even heard of it, he says. His problem is to find the password that will get him past the boulder on the planet.

Mrs McKittrick of Shetness is nearing the end of *Fourth Protocol*. I have tended to fight shy of giving clues about this game, as the closest doesn't lead itself to short sharp tips. Clues lead in read as strategy lists. However, Mrs McKittrick is in need, now, of a few short snappy answers. What protocol do you have? She thinks Tapes, Voice prints, Photo prints. Where did it happen? Mrs McKittrick, Pitskawha House, tractor recruited? Mrs F. Thinker, False Flag, blackmail? Is she right? What does SVETOROR mean? She pleads, dying to get into the second part of the game!

Heroes of Korn has survived well, and continues to get mentioned in the mail. Although the database is fairly brimming with clues, one reassuring answer has been highlighted recently, by the popularity of the question: "Where on earth is King Arthur?"

The Huckle of Bedford has also caused some embarrassment by asking an unanswerable question: "How should we deal with the butler, and how can buy a house in Hampstead?"

Having said I'd not heard of The Moreby Jewels, Andrew

Lamb of Blyth in Northumberland has enlightened me. It is a Quilled adventure by Double Play and its answer to Barry sharp's question, the THING in the letter box is nothing as sinister as she thought. It's merely an envelope, which when opened will reveal... "Incidentally," asks Andrew, "does anybody know how to get into the pub opposite the beach?"

Paul Gilbert finds many places in Tycho's Castle in darkness, and has, to date, been able to secure a smow of light. "Is the crystal useful, and why does it only glow in certain places?" he asks.

Paul is also puzzling over Ashkeron. How can he lift the lid of the Should Bear's tomb, and wheel must be used to get the Scouting orb?

Who plays adventure on an IBM PC? You do! Good, your help is needed with *Adventure in Sillesia* where Alexander Brown cannot get past the snake. San's word to the Helplines if you know the answer?

Better still, there is an ape at large in the jungle of last year's *McMahon of Luburn*. Ian is gibbering with frustration at not being able to revert to human form, in Witch's Cauldron. Any help to get him out of this predicament, or to open the south door or trapdoor in the strange room, will bring relief all round in the Monkey House!

Finally, when should Dennis player Nigel Thompson of Haynes, give Norma Fowler, folks? I know what I would give him — a US\$40, a 1986 birth certificate, and some seedy dogs in a holiday resort!

### DOUBLE, DOUBLE, TOIL AND TROUBLE!!

This month sees a letter from a Macbeth fan from Bexley, who, not having seen mention of the game in previous issues, thought the game had died a death.

Adventures have a long life, and Macbeth, being rather heavier than most, it seems that it has taken until this time for the problems from the serious players to reach the IDEAs Corp. Furthermore, in numbers

Meanwhile, many have given up, so with the hope of clue that might be forthcoming as a result of these pleas, perhaps those who fall by the wayside may be encouraged to try again!

Michael Spiteri of Seaford in Victoria, Australia, has only just finished the first part, and has not given up. Furthermore, he is, except for the question at the end: "How can you describe today's events in three words?" Has anyone a succinct answer? Perhaps from Michael's point of view, LOAD, SAVE, RESTORE, might be apt!

It is quite likely that Anne Stevens of Kansai Rue might be helped by Michael, for she is into the third section. However, she can't get out! Anne's main problem lies in the screen where the key is hidden as part of the bridge and skyline, with an instruction "something" near a sun-like background.

Assuming that these objects bear some relation to the sun, Anne is unable to find the correct vocabulary to decipher what they are. She therefore cannot get out of the screen, as none of the other objects depicted are actually recognised by the program.

In the lead so far, Mrs. Queen of Tottemham, who uncovers the secret of the cat and thumb in the Adventure Clues section. "Can anybody shed some 'light' on Macbeth 4? With this 'in hand' I think I could 'do it'! If I could find the coffee, too!" she writes, adding "I just love the Adventure section. More, more and MORE PLEASE!! And I just love letters like yours, Mrs Queen. More coming up in a month's time!

### ADVENTURE CHAT

John McCann of Luburn has been playing *Fed Moe*, and he is indignant! Your column indicated that Level 9 write the best adventure game going, with hundreds of graphical locations, and people taking years to finish them.

"Four days and 989/1000 later I am disgusted. Please tell us to save your position regularly, and then take a point off you every time you die. So to get 1000/1000 you have to play the game in ones!"

I suppose that is the ultimate solution! Not all adventure game players like every game on the market, John, even every good game! It's all a matter of taste, so perhaps Level 9 Adventures are just not for you.

Crossing the road is a tricky business for drinkers, as many players of Pub Quest will know

# ADVENTURE CLUES

## MAGICIAN'S BALL

### SNOWBALL.

Don't let these pictures fool you. Many believe they're the real thing, and the stage and the audience are getting ready for the show. But it's all a trick. The stage is set up to look like a ballroom, but there's no one there except the magician. He's just a master of illusion, and he's about to pull off a real magic trick.

### WIZARD & PRINCESS.

There's a bit of magic here. Pictures of Princesses in crowns and gowns are being swapped around. The stage is set up to look like a castle, but there's no castle. It's all a trick. The stage is set up to look like a castle, but there's no castle. It's all a trick.

### RINGS.

To get past the龙门, you must drop something into the hole. What will it be? To open the door, you must drop something into the hole. What will it be?

## BORCH'S RINGS.

The bridge has been destroyed, so you must drop something into the hole. What will it be? To open the door, you must drop something into the hole. What will it be?

## MAGICIAN'S BALL.

To drop the bridge, you must drop something into the hole. What will it be? To open the door, you must drop something into the hole. What will it be?

Along with others, Steve Smith of Knauth Park in Lincolnshire wrote with the answer:

But alas, in solving the game, Steve lost a friend. "Before you ask, yes, I have finished it. It took me two weeks to copy my friend's copy. You should have seen him — he was livid! He had been at it for three months, and he doesn't even talk to me now!"

So come on, Steve's friend, don't take it so badly! Just remember, I have the Cypresses ledger to put up with!

That a large number of people wrote with answers to the puzzle problem in *Adventure* was not amazing. What was amazing, was how many people, like me, had a good idea, but couldn't be too sure of exactly how they did it. It was so long ago, that veteran players had forgotten!

Adrian Martin of Millford Haven, and Thomas Pethbury of Tunderbridge Wells were the first off the mark with a definite answer, and it is with their help that the

clue appears this month!

Another problem unsolved are seven fortresses. Barnaby Mason said His Vic-20 had his copy of *The Count*, that went with it, but it is STILL curious to know how to tell Davy, even though he has now lost the chance of trying!

"I was standing there by the open coffin," he wrote. Not only that, but his Mum has had a few sleepless nights, too! Barnaby's Mum asked him to ask me where the second treasure in Plaile's Cove was hidden — she never did find it! Look in the closest section, Barnaby's aussi!

Just because they have sold the Vic doesn't mean they will be giving up adventure. They are awaiting delivery of a 64 — and that will open up a whole new field of adventuring!

## CHEAT'S CORNER

Causing a program to go into

## SOURCEBOOK OF CLAVEMORGUE CASTLES.

Because the castle — it contains

several secret rooms — is built

with the bridge — it has

been built with the bridge —

the castle — it has

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## INCA CURSE.

Up to a point it's OK to play

adventure games

and rock the pedestal

## WALLOFD.

The castle should be equipped

like a Viking.

The castle should be equipped

&lt;p



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The most anticipated Adventure of all time must be Lord of the Rings. So when the hefty packages arrived — carried by some odd looking dwarfish characters in hooded cloaks — we sent them straight off to our ace adventurers Keith Campbell and his apprentices Jim Dougian and Paul Coppins. Now we present three views of Philip Mitchell's translation of the Tolkien novels.

# REVIEW

## JIM'S QUEST

Who Lord Of The Rings arrived at CIVG, Jim DOUGLAS looked at the package and found a useful way of keeping the Penthouse door open ...

This is probably the most professionally packaged game to come from Melbourne House. The large book-like box and its contents truly reflect quality!

The overall game is a wonderful concoction. It is impossible to tell quite how important it is to read the book before you actually start the game. I shouldn't think Melbourne House would include

There is a staggering delay between entering each location and the cursor reappearing. While this is not ideal, you soon spend much more time thinking about your next move, and the machine has to wait for you!

Lord of the Rings matches all expectations. It is a very good game, but certainly not for the inexperienced adventurer. Don't set off with expectations of solving it — just explore, experience, and enjoy!

## PAUL'S QUEST

PAUL COPPINS started loading Lord of the Rings, and sent out

You are Frodo.

**Being carried by you are a map, a canvas backpack, a small gold ring and a blue book.**

**Merry waits.**  
**Pippin waits.**  
**Sam waits.**

**You go west.**

**You are in a comfortably furnished cottage. You can see a table. On the table is a welcome meal.**

**Possible exits are west through the yellow door and east through the red door.**

**Merry enters.**  
**Pippin enters.**  
**Sam enters.**

it if it were completely useless, however...

The instruction book is mainly an explanation of English, a few legends and life, and a general introduction to Adventures for beginners. The program itself doesn't tell you much about what it's doing; you are left with a fathoming red and cyan border throughout most of the process — most disconcerting!

The game is very similar to the Hobbit. The graphics are acceptable, although not up to the standard of its predecessor.

There is a clever routine whereby you can choose which characters you wish to play, which, of course, enables you to play the game with friends.

Using this method you are more likely to get another character to do exactly as you request, instead of making leaving it for the computer to work out

for bacon sandwiches. Before they were delivered to the Penthouse, Paul had completed the adventure and walked it down with a glass of Perrier

Although the text is very descriptive and well-written, the graphics are not up to much. The graphics however are necessary to moderate, the main difficulty being where the plot varies from that of the book, in particular, crossing the bridge East of Bree.

One very good feature is the ability to give other characters commands, which means that you can tell others to carry out the lesser tasks, while you take on the more important stuff.

There are three menus in all, one in part one, and two in part two. Part two is by far the better, having a better sense of humour, and no graphics! There is a bug in part one which makes it

possible to become trapped inside Magoor's farmhouse with no means of escape. The only problem in part two seemed to be that the program didn't know the Elvish word for 'friend' (MELLON).

Lord of the Rings is without doubt a far superior game to Hobbit and Sherlock. I would even go so far as saying that personally I believe this to be the best from Melbourne House so far! I can't wait for the second part of the trilogy!

## KEITH'S QUEST

Faul and Jim disappeared with a MIDPack and a pile of Macintosh records to enjoy Christmas, leaving Keith with nothing but a "Yer, good, isn't it?", a deadline, and a half-empty bottle of Pernier.

## LORD OF THE RINGS

The magical ring of Sauron is in the possession of the Hobbit Bilbo, master of Bag End. Bilbo is ageing and, becoming weary, decides to set off to visit the mountains for a long holiday, probably never to return.

The Ring is a source of evil power, sought by the Dark Lord of Mordor, and unless it can be returned to its owner to evil. Before the Wizard Gandalf will let Bilbo leave, he promises that he leaves the ring in the keeping of Frodo, who is to be the new master of

Bag End.

After some years, it becomes clear that the presence of the ring is a threat to the well-being of the Shire, and must be destroyed. But it is said that the Ring of Power can only be melted by Dragon's Fire, and there is no Dragon's Fire hot enough to touch the one Ring of Sauron.

"There is only one way to find the Cracks of Doom in the depth of Crundrun, the Fire-Mountain, and cast the ring in there ..." Gandalf tells Frodo.

So Frodo sets off in the company of fellow-Hobbits Sam Gamgee and Pippin Took to dispose of the ring, yet afraid even to wear it, lest its evil powers corrupt him.

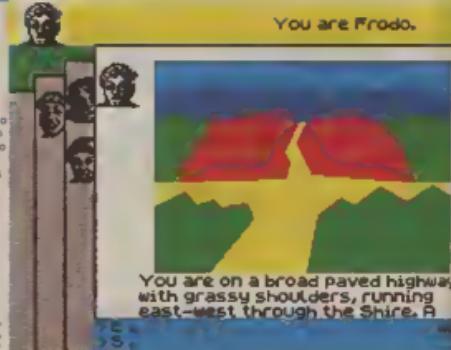
"You are in a comfortable burrow with a round window and a green door to the east." So starts the first Lord of the Rings adventure game, based on The Fellowship of the Ring, first of Tolkein's famous trilogy.

The package from Melbourne House is a bulky one, comprising the paperback version of the book, plus two cassettes and an instruction booklet. The game is in two parts, one on each tape. On the reverse side of each is a 'beginners' version, a cut-down adventure in which the player takes the role of Frodo.

In the main game, the player can opt to play the part of any or all of the four main characters. During play, he can change his role to any one of the characters he has chosen, by entering

"Become ..." This is said to

You are Frodo.



# ADVENTURE

## LORD OF THE RINGS

enable a number of people to play the game, each taking a separate character. So it does, but it does not enhance the game any more than if a group of people sat together operating all characters. In fact, there is little need to swap between characters unless you decide to spoil the party up, since "English" that well known Bear Software command language, accepts phrases like **SAY TO SAM "GET BACKPACK"**

The opening sequences of the game require the acquisition of suitable objects to prepare the party for the journey, and this is quite a long process, for there is a lot of stuff lying around the

**BUT PIPPIN HAS IT**  
**SAM TRIES TO PUT THE LONG**  
**ELABORATELY CARVED PIPE**  
**IN THE CANVAS BACKPACK**  
**BUT PIPPIN HAS IT**  
**SAM PUTS ON THE CANVAS**  
**BACKPACK**

And, of course, the more clever you try to become with the commands, the more likely you are to get a reply such as I **DON'T SEE ANY LY PIPPIN'S**  
**MATCH FROM BACKPACK TO**  
**TALK TO PIPPIN!**

As all this takes a tremendously long time, it is highly recommended to save the game once you have got your party loaded up and out of the burrow. There can be sudden death lurking in the forest, and

**YOU ARE FRODO.**



You are in a large grassy square, planted with beds of flowers and shady trees. There is a broad

portrait is shown in highlight. I discovered after reloading a game which I had saved as Sam, that I was later cast as Frodo, whose role I had taken in the game I **QUIT**. The top border was not updated until I **RENAME** somebody else.

Below the border is the autographic window, narrowed by three grey columns to the left of which appear portraits of characters not present at the current location.

Whilst the program waits out who is going where during a change in location (everyone seems to follow everybody else) it clears and re-positions the portraits one at a time, resulting in a drastic increase in response time whilst lines flash off and on and the free column to column

The overall response time is disguised somewhat by a few seconds delay **AFTER** all the replies have been given, before input can be accepted, but in total this is anything between 10 and 20 seconds when moving from place to place.

The test window sometimes has graphics in it — there are occasional pictures which scroll up to be replaced with text on hitting any key. They are not particularly artistic, and to me they represented merely another degradation of response time.

Below the test window is the command input area, and messages that are not part of the narrative, such as **DON'T BE SILLY** when you try something that isn't possible (although probably fairly sensible), appear here.

The trouble with this is, that

some messages are too long for the three lines allocated, so the top half often scrolls out of sight under the test window before it can be read.

Key depressions cause a short beep, which is particularly useful on the Spectrum, since it is so easy to press a key off centre without noticing that it hasn't registered on the screen. Typing instead of one character is possible, but this causes a problem, since the last character entered is the one that is displayed when that prompt finally arrives.

This is particularly annoying when using quotes. For some reason, there is a delay of about one second between entering a quote, and its appearance on the screen. If you get into the rhythm of typing a sentence, it is all too easy to had you have the wrong letter following the opening quote. This makes **SAY TO** rather irksome.

If the prospect of ploughing through the book seems a bit daunting, then, if you didn't see the film when it was shown on TV recently, you might consider watching the video tape available from most good video libraries. This will put you on the right track, but to get the best enjoyment out of Lord of the Rings adventure, you really should read the book, for then you will have a far better idea of what the game is all about, and how to react in certain situations.

- Vocabulary
- Atmosphere
- Personal

**YOU ARE FRODO.**

borrow

When Frodo's inventory limit is hit, it is necessary to transfer equipment to another member of the party.

This involves a lot of either **BECOMING** or **SAYING TO**, and since backpacks are provided for putting things into, the whole business can become horribly involved unless the player keeps careful note of who is carrying what, and carries what and where everything is at any given time.

I accidentally had Pippin pick up two backpacks, and wrestled with the Spectrum for fifteen minutes before I could transfer one of them to Sam! After one of my more ambitious multi-command inputs, I received the following horrendous reply: **SAM TRIES TO TAKE THE MAP BUT PIPPIN HAS IT.**

**SAM TRIES TO PUT THE MAP IN THE CANVAS BACKPACK**

to be caught without a saved game, means you will have to reload instancing date, and go through the **SAY TO SAM "GET BACKPACK AND GET MAP AND WEAR BACKPACK AND PUT MAP IN BACKPACK"** routine all over again.

In issuing commands to different people in turn, it is possible for things to get a bit out of step, and there is nothing more calculated to frustrate the player struggling to get a grip on the characters. Hobbits than **PEPPIN SAYS "ISN'T TRAVELLING FUN?"** in the middle of it all!

The game has an unusual screen layout. The test window is a slightly cut-down Spectrum screen, with a top border displaying a row of portraits of your selected characters.

The currently active character is named on the screen, and his

You are at the entrance to a dark tunnel going east under a high hedge which would be too high to

**OPEN DOOR.**

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# ADVENTURE

## REVIEWS/1

### MASQUERADE

• Supplier: All American Adventures

• Machine: Commodore 64 (disk)

• Price: £14.95

Aygh! It's driving me mad! I've come across this body in a seedy hotel room, and I'm after Mr Big, the brains behind a cross syndicate. There's a bomb set to explode just under the leopard, and if it blows, the hotel will be reduced to a pile of rubble. But will it matter?

Pukking the body, and making off with everything useful, I head downtown, pass by a movie theatre (costs more than I can afford) and head for the zoo, where I can just about raise the price of a ticket to get in. If I haven't got a knife in my back by now, I can feel eyes on me, and not only those of the gorillas! A mysterious and amateur figure is lurking in the shadows, watching my every move.

After a quick tour of the zoo, I reckon that could be Mr Big's HQ, and maybe he's hidden away in the office buildings. Otherwise, why would the guards want to kill me for going in?

Come to think of it, I've a whole lot of questions, and not many answers — not much of a tee, am I? I've passed out that the hotel waiting room is for waiting in (I think!) and I think I know why I want popcorn — if only I could afford to buy some!

But why is the fence electrified — and what's behind it? What secret does the rock in the reptile house hide — and how can I get at it without

vorous fangs being sunk into me? Why the bird? Surely it must be useful if I can take it? And why does it fly away when I release it by the snake? Surely there's no harm things should wear, should they?

OK, I have a theory about that, and like the movies, it's all tied up with cash — there's simply not enough around! Equally scarce are bullets — there's nothing numerous as more than carrying an unloaded gun — even if it is a .44 magnum!

Masquerade is an intriguing mystery set for you to solve, with

the aid of a Commodore 64 and a disk drive. It is pleasant to play, for although only two-word commands are accepted, the vocabulary is well handled, and the response is instant if played in text-only mode.

The graphics are very good, and are cartoonish in style, but when you've seen one picture, you've seen enough (and this will happen quite quickly; I can assure you!) you can invoke MIXED mode, which allows you to toggle them on and off by use of the RETURN key.

This is one of the few dual-graphic adventures I have come

across that actually costs to load the graphics when in text-only mode.

If you want to redisplay the pictures, then you have only to press RETURN a second time, and the current picture is read in.

Apart from my reservations about the pricing, this is a mystery and suspense adventure I can recommend without hesitation.

Keith Campbell

Right, I must go now. Can't hang about. I've got to work out just what this button on the box does when I press it... dare I press it?



## MOUNTAIN PALACE

• Supplier: Duckworth

• Machine: Commodore 64,

Amstrad

• Price: £7.95

In the opening moves of this game, I found a fishing rod that would not fish, and shamed that no way, any how, was going to be made to dig! Bearing this in mind that it was the very thing I needed to move a large pile of rubble blocking my way, I learned the hard way.

However, after a few sessions of wandering about with very little harpooning, with the spin of a top came the move that was to prove the key to unlocking thus

adventure. From this point on, things started to look up.

The game opens with you standing on a mountain ledge outside a hidden palace, hidden, that is, until you find it!

You have heard rumours of vast wealth lying unused in the palace, and you need only walk in to collect your prize.

Unfortunately, this turns out to be a little more difficult than you imagined. Gaining entry is the easy part. It is getting back out again that is tricky, for there are some very sinister inhabitants lurking (or perhaps 'undead' is a better word) in the palace, and this forms the main part of the adventure.

For example, there is a headless ghost that leaps out and throws magical daggers at — guess who?

Some rather unusual vocabulary is required to solve this game.

Words like KILL and ATTACK don't have the same meaning that most of us have grown to expect.

The answer to some of the problems are a little unexpected too. To deal with the dagger-throwing ghost, for example, experience would suggest that you would need a cross or other religious object.

But here, you fight them back using an ax! Ha ha!

Ghosts always win!

Despite all this, I found that after I had been playing for some time, I had come to like the game! Perhaps that was largely due to the truly awful puns that cropped up now and again!

That, and other humorous episodes appealed to me, making thus an enjoyable adventure to play.

The game is worth a quick play — you may find yourself laughing at it!

Paul Coppins

• Vocabulary

• Atmosphere

• Personal

4

7

7

# REVIEWS/2

## MINDSHADOW

- Supplier: Activision
- Machines: Spectrum, Amstrad, C64 [disk and cassette], Atari 800 XE/XL [disk]
- Price: £9.99

Mindshadow was originally released on disk only for the Commodore 64, an increasing trend for adventures originating from the US. It is very rarely that any game is reviewed twice in C+VG, but this release of Mindshadow in a cassette version, not only for Commodores, but also for both Spectrum and Amstrad computers, is unusual.

It affords the ideal opportunity to see how a game that needs graphics from disk while it plays, turns out on tape. Such a comparison must also be a comment on the capabilities of the respective hardware.

To recap on the full review (C+VG July 1985) you had to load the game on to a desolate beach on a tropical island, with no idea of who you are or where you come from. You take it from there!

The main drawback of the cassette versions is that Mindshadow comes in two and a half parts. Part two of the game cannot be played until part one is completed — saved data must be loaded from one part to the other.

Nothing wrong with that, of course, it is standard procedure for large tape-original games such as *Tower of Despair*.

However, for a faithful conversion from one original part, the plot must have a feature that prevents returning to locations appearance in part one, when playing part two. Mindshadow has this sort of plot.

The half-part is accounted for by the built-in tutorial, which is offered as an option on disk, but which must pass through the cassette load whether used or not, on the tape version.

In both tape versions, the loading instructions were incorrect. The Amstrad produced a 'Memory full' error whilst loading the main program after the selection using the quoted command Q. To overcome this it is necessary to power off before loading the main program.

The Spectrum had a worse problem. No warning is given in the instructions about the lack of motor control. To stop at the correct position to continue after the tutorial, it is necessary to stand by to stop the tape immediately the tutorial has loaded.

The command Q takes the computer back to READY, but the program name given to load the next part, MIND, is incorrect.

This isn't important if you are at the end of the tutorial, since you can type LOAD ". But if you wish to bypass the tutorial altogether, you would need to type LOAD "PART A" (note upper case) at the outset.

This aside apart, how did the tape versions rate in comparison with disk? I compared the graphics, and the response time is incurred from one location to another, when the picture has to be redrawn and response is at its slowest.

The Amstrad beats the Commodore disk in response time; the graphics are not only faster to load/display, but more colourful, and have higher resolution. My only criticism is the use of red in places of brown, giving the pirate ship a rather gaudy appearance.

The surprise comes in the response comparison of the Spectrum version. For most movements, the Spectrum is barely quicker than the Commodore, in some cases it is noticeably slower. And anything that is slower than a Commodore load IS slow!

The pictures are as faithful a copy of the originals as I imagine it is possible to produce, given the different graphics characteristics of the machines.

The text in all versions is, as far as I could tell, identical.

Here the Amstrad lost out a little, for in the 80 column text mode, the text was a little difficult to read on an ordinary television set.

A feature now becoming popular in Adventures, is QUICKSAVE and QUICKLOAD — a boon to lazy adventurers (like me) who are about to undertake a risky move.

Usually, this means a save to the cassette version of Mindshadow. However, on the disk version, although the process is quick, it is far from instant, as the position is saved to the game disks. So here, both the cassette versions won hands down.

In conclusion, these tape conversions show up in a good light against the Commodore disk version. You won't get anything less — even the 'change to full-screen text' toggle is provided.

Keith Campbell



*Greetings, featherless cyborg. I am the Condor, rarest of birds, most recent in a line of bird-kings stretching back to the stone age.*

## AL-STRAD

- Supplier: Rhinoceros
- Machines: Amstrad, C64, Orci
- Price: £2.50 (Mail-order only from Rhinoceros, 19a Bradgate Avenue, Chaddesley Corbett, Shropshire SY8 3AQ)

It is very easy to overlook a cassette with a plain label, especially if it is not a pre-release copy of a potentially big game, and accompanied by a suitably impressive press release. By 'BIG' I mean a game that, good or mediocre, is going to sell well because of the hype backing it.

Lucky then, that I didn't overlook Al-Strad, for I would

have missed an excellent adventure. Written by Paul Gill, Al-Strad is a text-only adventure with a strong sense of humour, and a background theme of the computer games world. One of the objects is even a cassette of C+VG Game of the Month, 1976!

Starting off in a fairly mundane forest, the adventurer finds his way into a hut with a combination safe and a lever. No points for guesswork that he hasn't a clue what the safe does. Pulling the lever causes the floor to move, and he finds himself trapped in an underground computer games chamber of horrors.

The Massochistic citizens contain a pile of rubbish, while in Addictive Software sits a mod of *Kob Toss* with a pile of men's magazines. Trouble is, there's a dead and bare, and no backlog out!

Outdoors the scenario ends with a river, and discovering how to navigate it comes as a bit of a blow. But there's no 'erm in that!

Thus a double dead-end appears, one by a shiny rocket and the other, by a pool of bubbling quarkloid, for which a highly cryptic clue can be found in a nearby cage.

Soon, when all other

possibilities are exhausted, the adventurer is forced into cracking the safe, the answer of which was really in his palms all the time.

Al-Strad is a series of cleverly interlocked puzzles, arranged in a well-thought-out cut way to make the game exceptionally easy and satisfying to play at the start, but culminating in a few nasties that will have the experienced adventurer scratching, if not banging his head.

Keith Campbell  
Vocabulary  
Atmospheres  
Personal

# ADVENTURE

## REVIEWS/3

### RAPID ROUNDUP

Some old and some new, here we catch up with a few recent adventures that didn't make it in these pages.

Ian Douglas took a look at Desperados and awarded it a Personal Rating of 2, while Keith Campbell tackled Classroom Chaos, PB2, Mystery Monies, PR 5, Klondike Gold, PR 7.

• Someone has stolen the achievement Challenge Gold Cup, and the headmaster suspects you, so Classroom Chaos, far the Spectrum, from Central Solutions Ltd. Poor quality, meaningless graphics hardly spoil what is a very sparsely worded adventure with little atmosphere, in which you must solve the crime and find the cup.

No exits are shown, and when

you do move, many direction are illogical (eg going south is not always the reverse of going north).

Moving from cricket to football pitch, through the playground and up the road might be fun for young kids — but why they know the date of the Battle of Banockburn?

Personal Rating (EC): 2.

• Also from the Central Solutions, and in the same series as Classroom Chaos, is Desperados, in which the local Sheriff decided to get rid of the bad-guy. Oh! he's not with a posse in search of Black lake, leaving you to charge.

When the game began I was presented with some pretty desperate graphics, and the crashingly predictable "What

now partner?" as a prompt.

Fretfully soon I realised I wasn't going to get anywhere without the correct items necessary to begin my journey. Cash wasn't hard to come by, and I soon was a "fair bit of money" at poker, which as well as being indeterminate, didn't show up in my inventory.

There is a slightly frustrating "You feel thirsty," assofrage which appears every so often, and doesn't enhance the game at all, and forces you to go back and forth between various water sources. I suppose it is a sensible inclusion, but...

Certainly not a game

Personal Rating (ID): 2.

• Sapphire Software have produced a couple of test adventures for the Amstrad, both

reasonable without being spectacular. Mystery Monies sets you on the trail of treasure, in the spooky mansion Neubula. Predictable problems but for all that not too bad a test adventure.

Personal Rating (EC): 5.

• Klondike Gold is another offering from Sapphire, and is in the same format as Mystery Monies. Set in the desert town of Goldsville, after the gold rush, there is still some gold in the bank's safe. Your job is to discover the combination, parts of which have been hidden in different places by the forgetful manager. This game has more atmosphere than its stable mate, and some noise too easy

problems.

Personal Rating (EC): 7.

## RUNESTONE

- Supplier: Firebird Software
- Machine: Spectrum 48K
- Price: £7.95, Cassette

The huge and vastly tiresome details of originality will no doubt be of good and lasting value to those who are interested in this game as an adventure in the Adventure world. To all intents and purposes it is very, very similar to Lords of Midnight.

For those of you who have somehow managed to avoid the LOM game, with its panoramic graphics and huge game-map, here is the state of affairs: you take the role of different characters and move about the land collecting other people to aid you in your quest. This usually involves rescuing someone, or retrieving a long lost object, or simply searching an advancing army of wokacallies.

Someone has managed to churn out pages and pages of

supposedly stirring history. It's well written stuff, but excruciatingly predictable. The Land of Balorn (yes, it's a funny-name-all-round game!) was inhabited by peaceful folk who were content and understood the subtlety of war. The obligatory force of evil is made up of orcs, led by wokacallie Kroolour (ugh!). They are intent on ruling the land, and are having a good time oppressing those who oppose them.

This is where you come in. Greyrair, Morval, and Elador are the three main characters, and by typing CHANGE TO... you can become each of these. You are presented with a little portrait of whoever you are controlling, his 3D view of the landscape, and text below. The text will usually read: "(name) is standing on (open ground etc.) looking (direction) towards (landmark)".

The graphics are quite small,

but this doesn't detract from their value. A strip at the top of the screen shows the view in blue-on-white. Individual items such as boulders, tents, towers and fortresses are all drawn in perspective, and are quite effective.

Whenever you need a character (other than an orc, who is a mindless bunch), just give up shouting to him in favour of physical movement; you can talk to him, though conversations are not really possible. The most sensible course of action seems to be to get all of your characters together, and then tell everyone else. That way you should all stay together, giving you a better chance in battle, and greater carrying ability.

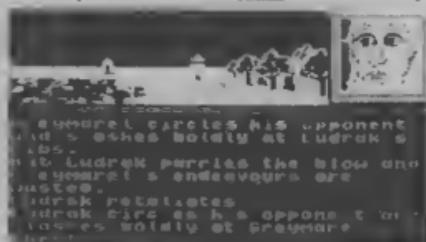
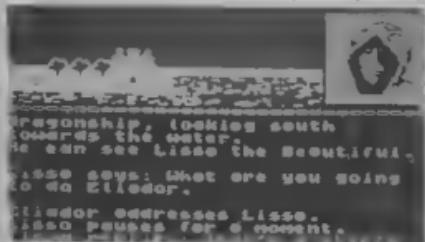
Once your band is assembled, you can set off on your quest, swapping objects, starting tents, firing arrows and saying "please" and "thank you" a lot!

It is quite possible to attack yourself. "Morval charges forward and slashes boldly at Morval's ribs." I'm not sure if this is intentional, but ducking your own blows seems a little extreme!

Full sentence input is supported, though not strictly necessary except for communication, and characters happily talk amongst themselves. The game is in real time, with the inevitable "time passes" messages appearing every few seconds when nothing is being typed.

Runestone is good value if you haven't got LOM — it has some elements of Volhalla as well! Fun! adventure will be dispensed if you've got an open mind and enjoy a quick mazurka and enjoy a quick mazurka, this is certainly worth a look.

- Vocabulary
- Atmosphere
- Personal



8  
8  
8

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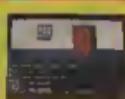
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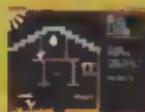
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# ★ ARCADE

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## ● TIMBER

Are you lumberjack material? All bulging muscles and checked shirts? Well, if by chance you lack those two necessary assets, you can still show off your skill by wielding an axe at *Bally/Midway's* latest game, *Timber*.

Two down and three to go. No time to stop for a break. You've got five more to chop down before the boss blows his whistle loud enough to shatter a massive earth tremor. So get CRACKING.

You start off in an empty block yard. Not a tree in sight, just a few clumps of grass. However, some potent magic fertilizer has been laid out, as the whistle blows, a fully grown tree sprouts from the ground. Run up to it quickly and position yourself to one side. Now swing the axe by moving the chug joystick. The faster you manipulate the joystick, the faster you will chop the tree.

A word of warning. If you cannon into the tree, you'll knock yourself out and face valuable seconds. You should find it easy

to fell all five trees before the whistle blows, or point the boss woodchips up to offer his congratulations. However, should you fail, the ground will start to shake, the trees will shiver and you will fall to your knees as the screen becomes a blur. The boss doesn't believe in half measures.

The next screen is marginally more difficult and introduces three new elements: seven trees to fell instead of five, an angry bear with a hatchet and a pink feathered bird.

As you rush around felling the trees, the bear starts to get irritated. Suddenly he can take no more and hauls a hatchet in your direction. Dodge this and return to the job. If you are underhanded enough to hit the bear, he will swarm around you and eat all your clothes.

It's a sorry sight to see a red-faced, naked lumberjack in his underpants. All this is fine consuming, leaving you rashed to finish the task. The bear is now seeing red and follows you from tree to tree with his angry snarl.

The pink bird is just another diversion. As you fell the tree he's nesting in, he lets squawking from the branches and races around the yard. Catch him to earn 1,000 bonus points, take too long and the whistle will blow.

Lovers of the fast shoot-em-up will be horribly bored by *Timber*, but the simplicity of the game will probably attract more younger players.

## ● ARCADE SHOW '86

Fancy lining trained around in a simulated space battle? Or what about a trip in the weekiest submarine ever invented? Or maybe you'd prefer to run off and chase dragons in the hot seat of Sega's latest venture into hydromechanics?

Everyone has different tastes and this year's Amusement Trades Exhibition International [the ATE] is held on show a range of games to suit everybody. Whether your taste is in intelligence and strategy, straight shoot-em-ups or games that will make you collapse laughing, they are all there, and hopefully will filter into your local arcades over the next few months.

whooshing sound as your craft settles gently back on its buffers.

*Strike Avenger* actually looks like something from outer space, with its sleek, black, modern cockpit mounted on an enormous pedestal. You could easily park a Mini in the space the game takes up. I wonder whether inland arcade operators will have the space available to display such a giant.

Getting into the cockpit is rather like climbing into a very high sports car. With your legs attached in front of you and leaning back at a slight angle you prepare for take-off. The instructions state you have to destroy eight enemy drones, rather like miners flushing past your cockpit window into the depths of space.

You have both fire power and



Perhaps the games to steal the show were *Sega's* *Space Harrier* and *Bally/Sentis' Strike Avenger*. Both games are crowd stoppers, and the reason—the cockpits twist, turn, move up and down in the same direction you pull your joystick. Operated by hydraulics, the simulators are the most realistic I've seen to date, and coupled with large speakers blaring out the sounds of the battle you could almost lose touch with reality that is until your game time runs out. Then it's back to earth with a

laser power, one to shoot the drones and other enemy craft, the other to laser blast fuel pods which hurtle towards you.

Arrows around your target area pinpoint the direction of the missiles and, as you move the joystick, the craft hurtles from side to side to simulate that movement. It's a fabulous experience. There'll be more in future issues.

*Space Harrier* is just as exciting and features a similar cockpit, though this one is easier to climb in and out of. You play

# DE ACTION



a dragon-blaster whose sole purpose in life is to run and fly through as many object screens as possible, defeating a fantastically colourful dragon at the end of each section.

The screens are all 3D with amazing technical landscapes and excellent graphics. A multitude of objects, both on the ground and in the air come flying at you, these on the ground you must avoid, those in the air you must hit. They include flying boulders and faces of rock, mutant dragons and butterflies, propeller-shaped objects which always come in threes, amongst others.

The game plays very fast, and to top it off, I've got to battle with the dragon at the end. It breathes great gusts of fire which threaten to engulf you

should those and aim for its face. Time and again, it disappears into the distance, only to turn round and have another go at you. Fortunately, there is a continuous play for money, allowing you to put in more money to continue playing from the point you left off. Unless you are an expert, you will find it very difficult.

If you're almost impossible to play Nintendo's Super Mario Bros. due to a couple of aspects, hogging the game. At first I managed to sneak in and continually beat you to a high degree of difficulty and a lot of patience is needed to succeed. It's one of those games which looks very simple and yet has a large number of hidden features and bonus screens to add on extra degrees of difficulty.

You play the part of a diminutive Mario who's got a thing about bricks and mushrooms, leaping through screen after screen, help Mario destroy the brick walls by jumping up and punching them. Some sections of brick have a ? embedded in there - hit those and you might release a mushroom which will help you grow in stature and strength. Other sections of brick give bonus points, some release stars which allow Mario to stamp and spit at mousturing bunnies and grey mushrooms.

There are dozens of levels, mutant pelicans, tunnels and slide down for extra screens, Venus Fly Traps, grid-like like, greasy pelicans to leap on and a host of other features for bonus points. Super Mario looks like a classic arcade game and one which should be a great success and remain in the arcades for a long time.

Skill With Purses games have just made their debut in a Title-type game which pays out money. The amount you win depends on various factors whether you answer the questions quickly enough to gain a high enough score or perhaps the most important. The payout depends on how much money is in the machine at a given time.

There are five categories to choose from - Sports, General, Science, History/Geography and Entertainment, and eight seconds in which to answer the questions. The speed of which you answer the questions is directly related to your score so the faster you answer, the longer your payout will be. It is hoped that the new SWP games will give a boost to the video game industry.

Bally's Skypin' is a weird game and one which you could be almost embarrassed to play. Watching others is hilarious but it's a different matter when it is you who are dancing around on the floor.

The game consists of a square pool, divided into nine squares on which to stand, these correspond to the nine squares which make up the screen. The game has a hold bar instead of a joystick, the reason is clear

when you play.

The aim of the game is to stamp on the insects as they run across the screen to take a chunk out of a piece of cheese in the middle of the screen. As they run through the grid, you are supposed to stamp on the corresponding square on the ground. As you do so, a footprint is etched on the grid, if an insect happens to be inside that square it goes Splat! As the game gets faster and more than one insect appears, the player ends up doing a strange type of rain dance in an effort to stomp them out. See what I mean about embarrassing! Still it's all good fun and everybody should try it.

Turbo Sub is from an American Company, Entertainment Sciences - a long winded name but a very good game. It is the strangest sub game and is basically a shoot-em-up. You start off on the surface of ocean blasting monsters as they swim towards you, also skimmers as they skim across the water. If you are very good, you'll have the opportunity to shoot down objects on manlifts which rise out of the sea.

Further screens take you to the ocean depths where many trials await you. To begin with you have to de-activate a torpedofield to allow your sub to pass.

What makes it so interesting, other than the fast and exciting game play and clear bright graphics, is that the machine will judge for itself how proficient you are, and change the level of difficulty accordingly, sometimes within the same screen. For instance, if you are appalling, harder sections are missed out, and a number of hints will appear on screen depending, if you are very good, there will be extra features to watch screen.

More about Turbo Sub soon.

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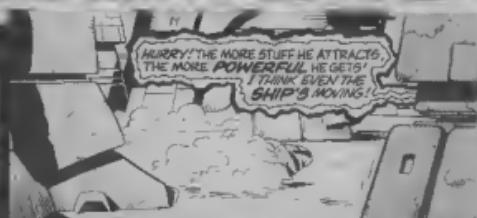
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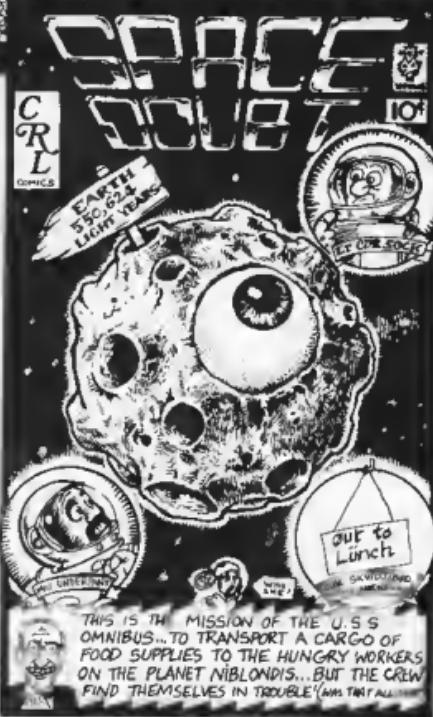
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There's no doubt you'll be spaced out with our *Space Doubt* competition.

Top prize — thanks to our friends at CRL — is a fantastic Toshiba Ghertoblaster. Sounds great, doesn't it?

The next 35 runners-up will receive copies of the Commodore 64 *Space Doubt* game.

The game is about a food ship travelling between earth and another planet which is in need of supplies. A meteor storm damages the ship, allowing aliens to enter the craft and start eating the food.

The hero of the game must get rid of these hungry aliens and patch up his ship.

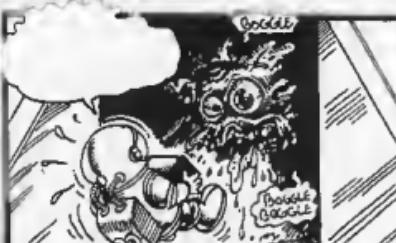


Here's how to win. We've reprinted our *Space Doubt* cartoon and we want you to make up an appropriate caption to go with it.

Send your answer, together with the coupon printed below, to Space Doubt Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is March 16th and the editor's decision is final.

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# Mailbag

COMPUTER + VIDEO GAMES  
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• I have just finished reading your excellent mag (January issue) which was voted Computer Mag of the Year in our school's annual survey.

As soon as your mag came through the letterbox I caught it — before it even hit the floor — and rushed upstairs. I was looking forward to the map of the BubbleBob game, Stenpunk, as I had only bought the game a week before and was unsure how to complete it. However, when I opened the mag, I discovered that the map was less than one tenth the size of the area I had conquered. My best is 57 per cent with a home of 245,450.

I would appreciate it very much if someone could inform me of any other codes or tips on how to find the other half of the maze.

*for friend*

Glenrothes,

Fife

**Editor's reply:** Thanks for the accolade of Computer Mag of the Year, Ian. We're sorry we could not show more of the Stenpunk map. Originally we had high hopes of printing every screen but, because the game is so vast, we found we would need pages at least six feet by four feet. Keep your eye on Ideas Central for hints and tips.

• This is terrible! Some time ago you did a feature on D&D, then a live action roleplay feature on Treasure Trap — now finally crashed and burned by a few, but having spawned a host of imitators — then this Combat Zone game. The only real part of my hobby which is safe is the postal game!

Actually a lot of people like the idea of action roleplaying but I find it too expensive. Well, I think I can help. In about 1980 Steve Jackson Games U.S. — nothing to do with Fighting Fantasy — Steve Jackson — introduced a game called Koller.

This was based on a cult game played in U.S. colleges in which players stalked each other. Anyone who knows 2000AD's Hunter Club, or has read *The Most Dangerous Game* will get the idea.

This game uses rather simpler equipment than the pros—es. I must warn people that trying to simulate Combat Zone with an ar—gun is horrifically dangerous

and could lead to a tragedy I have been horrified by talk of trying this — and want to explain carefully about Killer.

The game takes many forms, and often involves water pistol shoot-outs, alarm clock "bombing", and subtle attempts at "poisoning".

A Killer society is being formed in Bury St Edmunds and anyone wishing to join or start their own group can write to me at 22 Mitchell Avenue, Bury St Edmunds, Suffolk. The rules are not commercially available so I'll supply any information needed.

L. J. Romeo

Bury St Edmunds

**Editor's reply:** DON'T try to shoot people with a regular shotgun. The Combat weapons are specifically designed to be safe and nothing like commercially available air-guns which can be lethal in the hands of inexperienced people. If you are interested in L.J.'s game why not drop him a line.

• OK, Francis Crowther, do you think you are saying that there is no "solitary game worth buying" for the Atari computer? Are you living on the same planet as the rest of us?

If you want games worth buying then here is a list for you. Preppie, Rescue on Fractalis, Ballblazer, Koronis Rift, Spy vs Spy, Me Do, The Last Starfighter, Flip and Flop, Necromancer, Boulder Dash, Blue Max, Electra Glide, Shadow World.

Open your eyes and take a look around at the software market. There's more to Atari than Star Raiders.

Gary Twisley,  
Salford,  
Cheshire.

• I have a few things to say about some of the things which appeared in your Mega Xmas issue.

Firstly, F. Crouther wrote ants Mailbox saying how he hadn't seen one game worth buying for his Atari. I have recently purchased a ZX81 after four years of a 400. I have loads of games most of which are of an excellent standard. Doesn't he read the ads in your mag? Why don't you get off your backside and look at Koronis Rift, Hacker, Seven Cities, Bound Bob and Mercury, eh? How

can you say that *Mutant Camel* is ace? It is a totally pathetic game. Anyway it's been gathering dust on my shelf for years.

Now I've got that off my chest, here's some more for you to chew on.

I) I would certainly pay £1.95 for a ring which gives loads of goodies away at Christmas.

2) What did you mean by "Elite" is now available for the Atari, pity nobody told Eurobird? Why not give us a straight answer — is it out, or is it not?

3) Thanks for the posters. They're great, I now have six all over my bedroom wall.

4) Give a lot of support to Atari owners, will you? You promised us that some months ago and all we get is two reviews and a competition. You really make us like the Speccy with all those reviews (I'm being sarcastic).

So ends my first letter to you. Please, please don't torture us with loads of Speccy reviews in the future. On the other hand, I've decided that your mag is one of the best on the shelves.

P. Thacker,  
Walsall

**Editor's reply:** Elite is not, unfortunately, available on the Atari.

• After tearing my hair and shirt unto pieces on a new adventure game, I finally shut down my computer and settled down to read the latest issue of your magazine. I really don't know how you guys can cram so many brilliant ideas in one magazine.

Take Hot Gossips, for instance, it really keeps you in touch with the macro world. And your competitions (Wow! Look at those prizes) are brilliant. As I live in Australia, software here is very expensive. Can you please send me the software that you no longer want.

Cheng U-Zung,  
South Perth,  
West Australia

**Editor's Reply:** Sorry software is so expensive in the land of sheep, kangaroos, sheep, Fosters and sheep. We can't send you any of ours because it's all stashed away in the C+VG nuclear bunker 300 feet below Farringdon Road so we can pass a few hours merrily away at the

holocaust rages overhead.

• The trouble with your magazine is that it is too good. You have plenty of colourful and great advertisements — which make great posters to cover coffee stains on the walls — but when I run down the shops the dumb so-called assistant at WH Smith or Boots has never heard of the game, and never will by the look on its face.

So — I hear someone saying — send off for the game in the post. But the only problem with that is the cost and the fact that by the time you've received it, it's been out in the shops two weeks ago.

So I have thought of an obvious solution to the problem. All you have to do is print the release date somewhere under the advertisement.

Martin Windsor  
Birmingham

**Editor's Reply:** Some software houses are so vague about release dates they wouldn't dare print them on advertisements. Anyway, how come you're such a messy coffee drinker that it all ends up on the walls?

• Hi, all computer freaks! My name's A. Oskarsson and I live in Iceland. I've got an Atari 800XL and the average game for the Atari costs about £10. C+VG costs £3.99 here.

But since I started to buy C+VG, I usually buy my games from the UK by post and I can hire some too. I like the postage service very much because I can get some games up to 40 per cent cheaper now.

I would like to thank all UK software house, libraries and magazines for their service.

A. Oskarsson,  
Iceland

• I am the owner of an Oric. Even though it is a good computer, I have decided I would like a new computer. My mate said I did well in my exams I would get a Spectrum or CBM64. But so far I haven't done well.

I think your magazine is great but please publish some more staff for the Oric; like a review or two, or perhaps a couple of listings.

Alexander Blake-Davies,  
Bathgate

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# NEXT MONTH IN



Mercenary madness has gripped the nation's gamesters... It seems everyone with a C64 or an Atari is trying to outwit the inhabitants of the planet Terg. But lots of you are encountering problems... so IDEAS CENTRAL contacted the Mercenary masterminds at Novogen and asked for the lowdown on the lowlife on Terg. Next issue we've got an illustrated games player's guide to Mercenary, created by Novogen's Bruce Jordan and Mercenary programmer Paul Woakes. If you're a real Mercenary you can't afford to miss it. Check our year's first IDEAS CORP-supplied on February 16th!

Born in the U.S.A! A special bulletin from over the Pond, including:  
The Atari 520 ST and Commodore's Amiga — we take a look at these two super-computers, plus some of the games software available. Will these machines change the face of games playing as we know it? Find out next issue.

More ST1 10000 subscribers to Letter from America, plus a look at Star Blazer, the latest sci-fi live action role playing game to rock the U.S.

**Remember the Atari VCS dedicated games machine?**  
This defunct machine was the item of hardware that changed many a games player's life. Now the Japanese company Nintendo are breathing life back into the dedicated games machine with their brand new Entertainment System. Read all about it next issue — and prepare to start saving your pennies!

## TWISTER OFFER

Twister System Three's eagerly awaited new game previewed in last month's C+VG will be released soon. And, thanks to IDEAS CORP and System Three you could save some cash if you want to get your hands on this neat new game for the Spectrum, C64/128, Amstrad and BBC. If you were sensible and kept last month's Twister Coupon you'll be able to snap up coupon two below and

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## ON SALE MARCH 16th

**PLUS** Yes, the long awaited Scooby Do Competition will appear next issue. Scooby goodies and software up for grabs!

**PLUS** A special Spectrum mega-listing next issue called the Wizard of Tallyho. It's a DED style adventure created by Mike Turner of Star Dreams who also wrote the Sondmon adventure prototyped by Keith Campbell. If you don't want to key in the listing — and it is a biggie — we've got a special offer on tape copies of the game EXCLUSIVE to C+VG readers.

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These space corsairs have been the scourge of the shipping lanes; and as things stand now they are on the brink of starving out the entire quadrant and holding it hostage. No wonder the inhabitants

of the Parvin Frontier will pay almost anything to anyone who can get through to them with a freight ship full of supplies from the outside world.

But it's a tall order to fill, even for the experienced

WEAPONS - FIRING ORDERS LIST					
ID	Shots	Weapon	Target	Pri	Status
C	3	Missiles	at B	3	out-range
F	7	Blasters	at E	3	in-range
A	2	Cannons	at A	4	broken
E	5	Thermos	at C	6	no power
G	9	Blasters	at G	8	in-range
B	3	Cannons	at D	9	broken

captain of the Psi-5 Trading Company; because, needless to say, these marauders are not going to take too kindly to any last ditch efforts to spoil their little intergalactic carnage.

So, if you're ripe for a stiff challenge and feel comfortable in the role of Space Freighter Captain, your ship just came in.

Choose your crew care-

## PSI-5 TRADING COMPANY

fully. For 10 years Al Zott has been shooting enemy attack cruisers to smithereens, but will his hottemper be your final undoing? Your choice for weapons expert is critical. You have a wealth of talent to choose from; but will your pick hold up in

the heat of the battle? As captain of the Space Freighter, you must constantly delegate authority throughout the mission. With space outlaws on the horizon, what do you repair first—the defence shields or your weapons?

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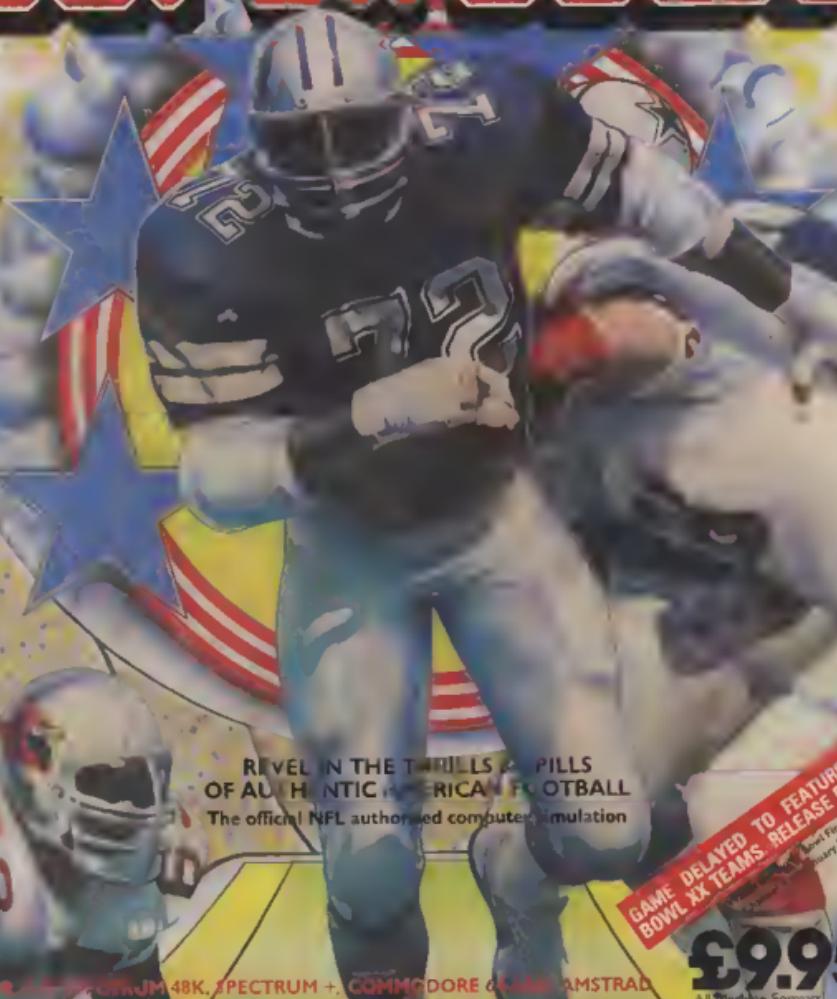
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